

PRIMA[®] OFFICIAL GAME GUIDE

ONLY FOR THE PC!

DEVELOPER TIPS ✓
HIGHLY DETAILED MAPS ✓
CLASS SPECIFIC RVR TACTICS ✓

Visit us online at primagames.com



dark age of Camelot[™] NEW FRONTIERS[®]



MYTHIC
ENTERTAINMENT

This game has received the
following rating from the ESRB



Dark Age of Camelot NEW FRONTIERS

PRIMA Official Game Guide

Nick Wyckoff

Prima Games
A Division of Random House, Inc.
3000 Lava Ridge Court
Roseville, CA 95661
1-800-733-3000
www.primagames.com



The Prima Games logo is a registered trademark of Random House, Inc., registered in the United States and other countries. Primagames.com is a registered trademark of Random House, Inc., registered in the United States.

© 2004 by Prima Games. All rights reserved. No part of this book may be reproduced or transmitted in any form or by any means, electronic or mechanical, including photocopying, recording, or by any information storage or retrieval system without written permission from Prima Games.

Prima Games is a division of Random House, Inc.

Product Manager: Damien Waples

Project Editor: Tamar Foster

Design & Layout: James Knight

Maps: Kallisti CollidesWithTrees, Minstrel Explorer of Albion, Galahad

<http://www.daoc-illuminati.com/>

Copyright © 2004 Mythic Entertainment, Inc. All rights reserved. "Shrouded Isles", "Trials of Atlantis", "New Frontiers", "Live the Legend," and their respective logos are trademarks and the stylized Celtic knot, Mythic Entertainment, the Mythic Entertainment logo and Dark Age of Camelot are a registered trademarks of Mythic Entertainment, Inc. All other trademarks and copyrights property of their respective owners.

All products and characters mentioned in this book are trademarks of their respective companies.

Please be advised that the ESRB rating icons, "EC", "K-A", "E", "T", "M", "AO" and "RP" are copyrighted works and certification marks owned by the Entertainment Software Association and the Entertainment Software Rating Board and may only be used with their permission and authority. Under no circumstances may the rating icons be self-applied or used in connection with any product that has not been rated by the ESRB. For information regarding whether a product has been rated by the ESRB, please call the ESRB at 1-800-771-3772 or visit www.esrb.org. For information regarding licensing issues, please call the ESA at (212) 223-8936. Please note that ESRB ratings only apply to the content of the game itself and does NOT apply to the content of this book.

Important:

Prima Games has made every effort to determine that the information contained in this book is accurate. However, the publisher makes no warranty, either expressed or implied, as to the accuracy, effectiveness, or completeness of the material in this book; nor does the publisher assume liability for damages, either incidental or consequential, that may result from using the information in this book. The publisher cannot provide information regarding game play, hints and strategies, or problems with hardware or software. Questions should be directed to the support numbers provided by the game and device manufacturers in their documentation. Some game tricks require precise timing and may require repeated attempts before the desired result is achieved.

ISBN: 0-7615-4770-3

ACKNOWLEDGEMENTS

The author would like to thank Ingmar (50 Thane, Northern Reavers) and Berghthor Dvergarrsson (50 Runemaster, Fires of Valhalla) for their assistance.

Prima would like to thank Linda Robbins, Sanya Thomas, Phil Brooks, Rob Corbin, Bruce Maclean, Tan Pham, Brianna Schneider, Dennis Sorel, Brendan Tobin, Craig Turner, Joe Tooker, Brian Wheeler, and Ahmad Zabarah at Mythic for their wonderful contributions to this guide. And as always, special thanks go to Mark Davis whose assistance and enthusiasm made this guide possible.

CONTENTS

<i>Introduction to New Frontiers</i>	2
<i>Introduction to Realm versus Realm</i>	3
<i>Class Specific Guides</i>	8
<i>Animist</i>	8
<i>Armsman</i>	10
<i>Bard</i>	13
<i>Berserker</i>	15
<i>Blademaster</i>	17
<i>Bonedancer</i>	19
<i>Cabalist</i>	21
<i>Champion</i>	23
<i>Cleric</i>	25
<i>Druid</i>	27
<i>Eldritch</i>	29
<i>Enchanter</i>	31
<i>Friar</i>	33
<i>Healer</i>	35
<i>Hero</i>	37
<i>Hunter</i>	39
<i>Infiltrator</i>	42
<i>Mentalist</i>	46
<i>Mercenary</i>	49
<i>Minstrel</i>	51
<i>Necromancer</i>	53
<i>Nightshade</i>	56
<i>Paladin</i>	57
<i>Ranger</i>	59
<i>Reaver</i>	61
<i>Runemaster</i>	66
<i>Savage</i>	68
<i>Scout</i>	70
<i>Shadowblade</i>	73
<i>Shaman</i>	75
<i>Skald</i>	77
<i>Sorcerer</i>	81
<i>Spiritmaster</i>	83
<i>Thane</i>	86
<i>Theurgist</i>	88
<i>Valewalker</i>	90
<i>Warden</i>	98
<i>Warrior</i>	100
<i>Wizard</i>	102
<i>Transportation in New Frontiers</i>	106
<i>Siege Warfare</i>	109
<i>Relic Warfare</i>	119
<i>Atlas</i>	125
<i>Realm Abilities</i>	152

Introduction to *New Frontiers*

New Frontiers is a free expansion for the award winning game *Dark Age of Camelot*. This expansion is required to play the game. It marks a fundamental change in how realm versus realm combat functions, with completely redesigned combat zones and a revitalized realm warfare system.



Changes

In *New Frontiers* there have been fundamental design changes with regard to keep warfare, ocean combat, and realm abilities. The keeps are now bigger and more spectacular, there are no longer bottlenecks to stop players at a milegate when they try to enter the enemy zone, and the realm abilities have been equalized throughout all three realms. There is no longer a portal ceremony to port players from their home realm to the enemy realms, now all of the realm versus realm conflict areas are interconnected by two large oceans. Also, a new boat system has been added into the game, both for transportation and to act as floating siege platforms.

Relic keeps have also received a complete design change. They no longer are remote, heavily fortified keep structures that can be directly sieged by an invasion force. In order to attack a keep, the invader must first capture four keeps in the enemies' mainland to open the milegate door to the relic shrine. Now early morning attacks by enemies against a relic will be less effective. In order for a realm to capture a relic, they must first siege keeps, which gives defenders time to organize or return from their own invasions.



A new battleground system with enhanced experience gain has been added. This allows lower level players to hone their skills against other similar level players without the pressures of high level realm combat. Battlegrounds exist for each of the following level ranges: 1-4, 5-9, 10-14, 15-19, 20-24, 25-29, 30-34, 35-40, 41-44.

Previously, people who owned level fifty characters could use a command called `/level` at the trainer of their choice to automatically raise a character as much as thirty levels. This has been modified across all servers so that now no player can `/level` past level twenty. The new system encourages players to fight through the battlegrounds, gaining experience and realm levels as they grow into their characters.



A new realm dungeon, Passages of Conflict, has also been added. This dungeon links all three homelands together through a series of underground grottos and tunnels. Through this dungeon, enemy forces can take a captured relic or sneak toward the center of the enemies' homeland. This new dungeon also serves as an excellent place to gain experience for players on the track to level fifty or trying to level artifacts from the zones of *Atlantis*.



New Features

Some new features have been added to *Dark Age of Camelot* in the *New Frontiers* expansion. Some features are purely cosmetic, others are more functional, but you'll find a brief list below:

/Realmwar: This feature allows a player to pull up a map that shows the three homelands of the realm versus realm conflict. This is a fundamental command that should be macroed and placed on a hotbar for easy access. This map shows all of the realm structures, some terrain, and where combat is occurring. A legend explains all of the map's features as well as the keep names, their teleportation status and relic status. This map also displays what bonuses the player's realm has at present, based on how many keeps the realm has.

To make a macro for this command, type the following command in the chat window: **/macro Realmwar**
/realmwar.



/Range: This feature allows a player to determine how far away a target is from the siege piece they are operating. This command only functions against structures and boats.

Introduction to Realm versus Realm

RvR stands for realm versus realm combat. This combat can take on many forms. In its simplest form, RvR is the conflict between the three realms, Midgard, Hibernia, and Albion. These three realms struggle for dominance, respect, and control of the relics across vast oceans, through steep mountain passes and heavy forests. Some players will choose to attack the enemy solo, some will form small teams of players to engage in group combat, and other players will choose to use large armies, fighting in keeps or in the open field for the glory of the realm.

There are several goals behind realm versus realm combat, the primary goal is to obtain dominance over the other two realms by capturing as much enemy territory as possible and obtaining enemy relics. In order to control enemy territory, keeps and outposts must first be captured and claimed. By capturing a keep, guard patrols are spawned and provide roaming security for the territory surrounding the keep structure. Capturing outposts also provides guard patrols, but the primary reason to capture an outpost is so it

can be used to lay siege to a nearby keep or deny that keep the ability to port in reinforcements. As such, in *New Frontiers*, a lot of fights will occur in the regions around keeps. A secondary goal behind RvR is the realm point system—the more points a player gains, the more powerful that player will become as they can use realm skill points to purchase new abilities called realm abilities or RAs for their character. Realm abilities are in some cases class specific abilities that give the player an extra skill or more stat points, generally they are intended to increase the damage output, survivability or group utility of a player. By gaining realm points, the player will also gain a rank, which the enemy can see as they are attacking; in effect a sign of status and skill. Bounty points are also earned through realm versus realm combat, though in much lower numbers. Bounty points serve as a form of currency, allowing players to buy certain potions, pay for house rent, or buy extra guards at keeps.

Class Warfare

The heart of RvR is player versus player combat. To be effective on the battlefield, a player must know his own strengths and weaknesses, as well as those of his opponents. The following section provides general strategies for effectively engaging in RvR combat, followed by an in-depth breakdown of every class in the game. Each class guide is written by an experienced, high level player that understands what it takes to emerge victorious in combat. It is worth your while to read through them all and understand what each class brings to the table. Know your friends, know your enemies, and you'll succeed in the defense of your realm.

Earning Realm Points

There are three main ways for any character to gain realm points: you can defeat players from other realms, you can capture a keep or tower, or you can defend a keep or tower from the enemy. Classes that can resurrect other players can also obtain realm points. There are also several ways to enhance your ability to generate realm and bounty points.

Killing enemy players will generate realm points in much the same way that they were generated in the old realm versus realm combat system. The higher the Realm Rank of an opponent, the more they are worth. Realm points are divided amongst all members of the groups that did damage to that character. If the character takes damage from a monster, keep guard, or from falling damage, the total realm points they are

worth decreases. If an enemy has been killed recently, they will not be worth any points or experience. Whichever group does the most damage to the target will get the largest share of the realm points from the kill.

You will obtain realm points from capturing enemy keeps or towers. The amount of points that are awarded is dependant on the difficulty level of the keep or tower. For keeps, the guild realm points awarded per hour is equal to 1,000 multiplied by the difficulty level. For towers, the guild realm points awarded per hour is equal to 100 time the difficulty level. Each realm's home keeps have a difficulty of one, while coastal keeps have a difficulty of two, and inland keeps have a difficulty of three.

Coastal Keeps (difficulty 2)

Realm	keep 1	keep 2	keep 3	keep 4
Midgard	Bledmeer	Nottmoor	Blendrake	Hlidskialf
Albion	Benowyc	Erasleigh	Berkstead	Sursbrooke
Hibernia	Crauchon	Bolg	Crimthain	Da Behnn

Inland Keeps (difficulty 3)

Realm	keep 1	keep 2	keep 3
Midgard	Glenlock	Arvakr	Fensalir
Albion	Boldiam	Hurbury	Renaris
Hibernia	nGed	Ailinne	Scaithaig

Realm points may be obtained by defending a realm structure against enemy attack. You will not obtain realm points for controlling a bridge or dock, and milegates do not count as realm structures either. The more enemies attacking the structure you are defending and the longer they stay there attacking, the more realm points you will generate for a successful defense. In order for a successful defense to occur, you must drive all enemies out of the immediate region around the structure for a short period of time.

You may enhance the number of realm points you gain from each kill or event by several means. The most effective way is to claim an enemy realm structure with your guild. Owning a realm structure such as a guild or being part of an alliance that owns a structure will apply a bonus percentage to your total gained realm points (See the "Keep and Relic Bonus" table in Chapter 5). Using an artifact such as the Snatcher's bracer will also up the amount of realm points you get per event by a small percentage. If you capture enough enemy keeps, your entire realm will obtain a small percentage

bonus to the number of realm points they get from each event.

To maximize the number of realm points you get in a keep siege, use some form of area of effect damage to hit as many enemy troops as possible. The more people you hit, the more likely you will get credit when an enemy is killed. In *New Frontiers*, all classes can obtain a form of area of effect damage in the form of siege. Some casters and archers with higher bow specialization can also obtain their own individual area of effects that allow them to hit multiple targets over a short period of time. To obtain large numbers of realm points from a defense, it is best to bring along Catapult siege, and varied ammunition for it, and to group a variety of player types that can function well together to generate the most damage. While on the surface it may seem like staying ungrouped and leeching off a nearby power or heal font will earn you the most realm points, the current *New Frontiers* system encourages grouping. Since everyone can use siege now, everyone can contribute to the number of targets being hit. As a result, the new system has made it so no class or specialization combination is without function in a keep defense. Keep sieges now involve everyone without penalty based on class, which is quite an improvement from before where, at times, certain classes didn't have much to do in a siege situation.

Setting Up Your Hotbar For RvR

Hotbars in RvR are the primary toolset each character needs to function effectively. They are collapsible horizontal or vertical bars that are located on the screen, and can be moved to whatever location the player chooses. Each hotbar contains ten slots that can be filled with macros, styles, abilities, or spells. There are ten bars to choose from—each can be selected either by arrows at the end of the hotbar column or by using keyboard commands, set in the keyboard setup on the character screen's options menu.

It is best for the player to develop their own style and comfort zone with their hotbar setup, so they are more effective in combat. However, here are some suggestions on getting started. First some definitions:

Primary Bar: This is the bar that will always show on the hotbar column at the start of combat. It is sometimes referred to as the "first contact bar," meaning it's the bar they use upon first contact with the enemy.

Secondary Bars: Since the arrows on the hotbar menu allow you to go either forward or backward with ease, the secondary bars refer to the bars on either side of the primary hotbar. They typically involve items that one might use as the battle progresses or if they need to do something quickly.

Crafting Bar: This is a bar typically used by players who utilize the crafting system in *Dark Age of Camelot*, and is seldom near the combat bars. It is occasionally used by siege operators to hold their siege construction icons.

PvE Bar: PvE stands for Player versus Encounter. A PvE bar is typically a bar with a range of styles or spells on it that may not be very useful in normal RvR combat. Examples are detraunt styles, positional styles, and spells of limited effectiveness in realm vs. realm combat such as confuse.

Macro Bar: This bar is for all the macros a player might need away from battle. These can be emote macros, the realmwar macro, loot lotto macros, or any of a host of other things a player can think up. The macro system is quite dynamic and allows players to be creative in the way they use it.

Healing Hotbars

Healing classes should concentrate on having their healing abilities and important item icons on their primary bar. Their secondary bars might be used to hold rez spells, mana regen spells (Mystic Crystal Lore or Raging power), power potions from a player alchemist, and/or bounty point totems. Healing and buffing classes will also need at least one bar devoted to Buff spells that can be cast on other players or Realm NPCs.

Caster Hotbars

For casters, hotbar choices are determined more by the realm abilities and artifacts they choose then by any one combination of spell types. Typically, a caster will have their primary damage spell on the primary hotbar. They might also include a secondary spell that could be used in a specific circumstance against the enemy, such as the heat debuff and light nuke on the mana specialization enchanter. In addition to their main damage spell, most casters will also have the QuickCast icon on the bar, as well as their class specific crowd control spell—mostly root or mez for Midgard, stun or mez for Hibernia, and root or mez for Albion. The rest of their primary bar will typically be reserved for active realm and artifact abilities. Secondary bars will be used for power regeneration abilities, potions or totems, end regen potions, and useable items that have long timers on them. Self buffs may be on a secondary bar or several bars away depending on the casters preference.

Melee Hotbars

Fighting classes should have most of their anytime styles on their primary hotbar with realm abilities such as Purge or Ignore Pain. Typically, a reactionary style will be placed on the primary hotbar as well so when a fighter enters combat they can utilize the backup style system. To take advantage of this system, click on the reactionary style you'd like to use, then click on the icon for an anytime style. If your character blocks an attack and had selected a reactionary style that requires the player to block first, the block style will go off. If the character does not block, the anytime style will go off in its place. This makes it easier for fighters who attack very fast to get reactionaries off.

Place out of combat abilities, reactionary styles, positional styles, and other styles that are difficult to pull off in fast paced, one-on-one combat on the second bars. For example, a player that uses a style which requires a block as a trigger, can, after a successful block, switch to the second hotbar and select the next style in the chain. Chains are difficult to use in combat, but they reward the player who can get them off by providing effects such as bleeds, stuns, snares, or attack speed debuffs. Due to their difficulty, most players will put them on secondary hotbars and use the easy styles, abilities, and realm abilities on most targets without switching between hotbars.

Hybrid Hotbars

Hybrid classes such as Champions, Friars, Wardens, Valewalkers, Reavers, Minstrels, Bards, Skalds, and Thanes have a different set of priorities when it comes to hotbar setup. Since their damage is composed of a mixture of magic and melee attack types, they must include both on their primary hotbar. Typically, a hybrid will place instant damage spells, anytime attacks, and secondary effects like root, mez, debuffs, or stun on their primary hotbar so they can use them on first contact with the enemy. Their secondary hotbars have spells that must be casted, or chants they start at the beginning of battle and do not do much with after. If there is room, they will place reactionary chains on the secondary hotbars or realm abilities they might use in combat. Some hybrids such as Thanes, Valewalkers, and Champions also have self buffs that can go on a third bar—away from the primary bar, yet still accessible.

Assassin Hotbars

Assassins have their own unique set of requirements for combat as well. They typically place their critical strike chain

on their main bar with an anytime and an evade chain on the first bar. The secondary bars typically contain reactionary chain styles and a selection of artifact abilities, realm abilities, and end potions or bounty point totems. Typically on one of the secondary hotbars, envenom assassins will have a selection of poisons they can apply to their weapon when they drop out of combat. Assassins use the most personalized hotbar selection, because everything is specialized to their fighting technique and takes a long time to perfect.

Archer Hotbars

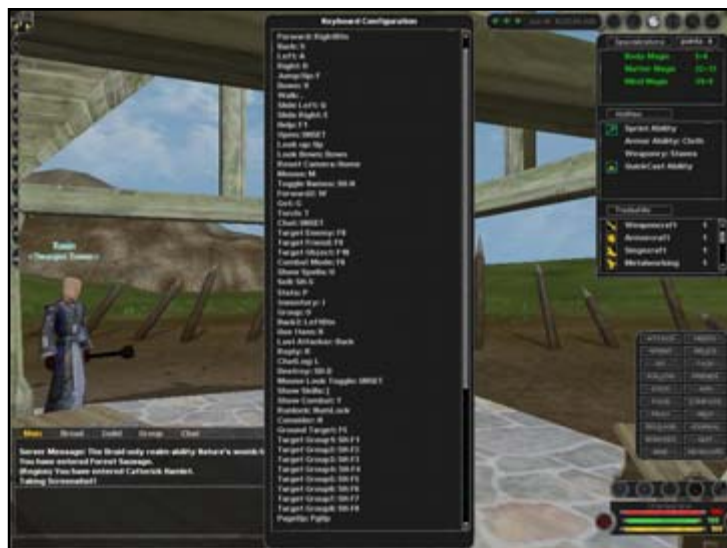
Archers also have a unique set of requirements for their primary hotbar as they must switch between ranged damage and melee damage frequently. Typically a primary hotbar will contain a bow icon, stealth icon, weapon icon, critical shot icon, sureshot icon, one anytime style for the weapon, and other important realm abilities or styles. The secondary bars are filled with styles, endurance potions, bounty totems, and artifact abilities. The other secondary hotbar might be filled with the rapidfire icon, the volley icon, extra item or ability icons, and spare styles or master level track abilities. Rangers and Hunters also need to place icons from their spell lines somewhere in their hotbars depending on how frequently they use them.



Keyboard Configuration

Keyboard configurations are another highly personalized aspect of *DAoC*. The keyboard configuration can be modified from the character selection screen by selecting options, keyboard settings. To find in game keyboard settings, go to

the personal statistics page, and locate a button that leads to a command menu at the bottom of the page.



Some players choose to use the **[w]**, **[a]**, **[s]**, **[d]** configuration of movement keys, while others use the number pad or the arrow keys. When choosing your configuration, remember that you need enough free keys near your movement keys so you can quickly multi-task should the use key be needed, or the nearest attacker key. For instance, the next object and loot key go well together, making it easy to loot quickly without a lot of clicking. However, they don't need to be right next to your attack key. A player who efficiently sets up their keyboard commands will be at an advantage over a player who has to reach all over the place to utilize all their abilities.

Macros

Macros are buttons placed on the hotbar that enable a player to activate a menu, or say a thing without having to hunt through the interface to do so. These macros can be useful things, like **/realmwar**, or they can be silly things, like a macro to laugh at a target. Players who explore the macro system can even make smart macros that will say something in a chat based on something the players did. For instance, if a player targets a groupmate named Hruthgar who is in need of a heal and hits his "help" macro, the macro prints out "Hruthgar needs a heal!" in the chat. This tells ungrouped healers to help poor Hruthgar or he might die.

There is a degree of etiquette required with macros. They make it very easy to "spam" enemy and friendly players with emotes and spoken language. This is generally considered

rude because it fills up a channel that might be needed for conversation.

The form for writing a macro is as follows: **/macro (insert name you want it called on hotbar) /activity**. An example of this is: **/macro realmwar /realmwar**. This places a button called realmwar on the hotbar (the player chooses where), and when clicked will bring up the realmwar map. Some additional examples are below:

/macro laugh /laugh

/macro help /c %t needs a heal! (requires a player to be targeted to print properly)

/macro INC /c INCOMING ENEMY

/macro Dragonstorm /bc Dragonstorm 2h handed hammer, 5.8 speed, 16.5 dps 100 con 100 qual. Bonuses: 4 hammer 32 str 9% matter resist 9% body resist

Macros are useful for both combat situations and epic encounters. They allow players to more accurately communicate with each other without having to type it out.

Dying

There are two types of death in *New Frontiers*, monster caused deaths and player or realm guard caused deaths. Monster caused deaths include a loss of constitution points, a rez illness, and a grave stone. Player caused deaths now generate a new type of rez sickness. If a player releases from an RvR death, they will receive a 3 minute, 30% decrease in damage potential and will suffer a 20% speed penalty. If a player dies again before that rez sickness icon disappears, a new icon will appear next to the first one. These two icons stack in effect.

If a player is resurrected, there are several things that can reduce the effect of the rez sickness. A player with Veil Recovery will reduce rez sickness by 20% per level. Also, higher level rezses will reduce the amount of time the rez sickness lasts. The Egg of Youth rez takes just under 3 minutes to remove the effect, and the best spec rez takes just under 90 seconds to clear the effects. The ML8 Perfector ability will completely remove all effects instantly.

When the player has died, they can earn 25% of the realm points they would have earned were they alive. If a player has recently been killed, they are also worth reduced realm points. If a player is resurrected after death, they will suffer no realm point gain penalty.

Animist

–Palicrovol (Matthew Kelley)



Animists are an extremely unique and complex caster class. They are best known for area-specific fortification and defense, but they are certainly not limited to this role. Nearly everything an Animist does is through a pet. Animist pets fall into two primary categories: bombers and turrets. Turrets then have two secondary categories: controllable and FnF (fire and forget). These pets allow Animists strategies that no other class in the game can match.

Preparation for Battle

Setting Up Your Hotbar For RvR

No matter what your play style, the following hotkeys should be in highly accessible locations:

- Your best single-target direct damage spell
- Your best area effect direct damage spell
- Your best lifedrain spell
- Your best Forest Heart spell
- Your best Creeping Mastery controllable turret
- The command to tell your controllable turret to attack
- **/groundset 0**
- **/groundset 900**

Keyboard Configuration

Your Ground Target key needs to be either near your movement keys (**C** is a good one) or on your mouse (many

Animists use the right or middle mouse button as their Ground Target key). Wherever you put it, you must be able to do any of the following while holding it down with complete ease and no discomfort:

- Press your Forward and Backward keys
- Hold down the mouselook key (not the toggle) as well, while also pressing Forward or Backward
- Press the Camera Reset key
- Press the Look Up and Look Down keys

Creating Useful Macros

Use the following commands to make **/groundset** macros that will make your time spent playing an Animist much easier.

- * **/macro 0 /groundset 0**
- * **/macro 500 /groundset 500**
- * **/macro 900 /groundset 900**
- * **/macro 1000 /groundset 1000**

Armor/Weapon/Item Selection

At the very minimum, you will need yellow-con armor and a staff with 50 focus in all lines. If you really want to do well though, take advantage of the fact that Animists are extremely welcome in high end Player versus Environment (PvE) groups. Try to incorporate as many of the following bonuses into your gear as you can: + damage%, + spell piercing%, acuity, + casting speed%, dexterity, resists, constitution, hit points, + range%, + power%, arcane siphon, and + duration%.

You will also have a much more enjoyable Realm versus Realm (RvR) experience if you stock up on the following potions:

- * Strong Elixir of Power (power restoration, carry a lot)
- * Improved Elixir of Replenishment (power regeneration)
- * Strong Elixir of Healing (health restoration)
- * Strong Elixir of Endurance (endurance restoration)



On the Battlefield

Group Role

- * Use Forest Hearts defensively. Summoning a few near your group's healers and ranged types will discourage the enemy from approaching them and punish those who do.
- * Use Forest Hearts offensively. Try to summon a few near the enemies' healers and ranged types to keep them interrupted.
- * Bomber stacking is a simple tactic, though most useful if specialized in Arboreal Mastery. Start by casting a direct damage bomber, like Spirit of Hatred, and queue another. After the first casts, queue Cycle of Death until the target is dead. This causes a lot of damage to be done in a small window of time, often killing the target before the enemy group's healer has time to react.
- * If you're specialized in Verdant Mastery, learn to use your PBAoE (Briar Storm) defensively. Tell your group members to lure enemy tanks into standing right by, or better yet, on top of your turrets. This will allow you to incur maximum PBAoE damage through those turrets.
- * Make use of the Creeping Mastery controllable turret (Grove's Assassin), rather than the others. The snare effect is far more valuable than better damage.

Siege Strategy

Your main focus here is suppression of enemy ranged forces, by summoning turrets onto their walls. This is done as follows: Position your ground target up against the enemy keep wall. Raise it a few feet off the ground (hold the Ground Target key, then the Look Up key), then move it forward some. You should see the center widget of the ground target appear floating above the wall. Summon a Forest Heart (or any other turret). It should appear on the wall.

Keep Defense

Use Forest Hearts to damage enemies from a safe position. Simply summon from an unprotected window to a ground target set in sight of the enemy.

Realm Abilities

The new Animist RA (Fungal Union) is extremely useful. Summon multiple, small turret stacks out of AoE range of each other, and hide exactly on top of one of them. Both finding and targeting you will become very difficult.



Armsman

–Rysc (Seth Pellegren) & Adain (Fred Anderson)

Armsmen are the most heavily armed and armored soldiers of Albion. Their offensive and defensive capabilities make them formidable opponents in both the eradication of monsters and in the war against enemy realms. Armsmen may train in a wide variety of weapons, and are the only class able to use Polearms. The Armsmen is one of the hardest hitting melee classes in the game. In RvR they make excellent bodyguards for the heavy hitting casters and healers.

Preparing for Battle

Setting Up Your Hotbar For RvR

Setting up your hotbars is usually a matter of personal preference. You'll have to choose which styles you think are most effective because not all will fit. Ignore the "to hit bonus"—the only concerns are style damage versus endurance use, and style effects. It's a good idea to have positional styles on one bar, and reactionaries on another. This will allow you to access the styles you need for every situation. The ability to change bars and select styles quickly cannot be undervalued. Hitting shift and a number key will help change bars faster.

Realm abilities and potions should have their own bar to prevent accidental use. Finally, remember to dedicate a bar to protect, intercept, guard, and bodyguard if you have it. Protect is important in keep battles, as is shield guard. Even offensive Armsmen can shield guard a group member effectively against NPC guards, so make sure you set it when you join a group.

Creating Useful Macros

Macros for various commands are needed in siege and general RvR combat. Assist is always important, however this is more of a PvE tool. While "assist trains" can be devastating, heavy use of an assist macro enables unmezzed targets to continue casting. Watch the situation to see if assisting is appropriate. Siege macros for aiming, firing, etc. are always handy. If you repair doors a lot, create a **/repair** and **/upgrade** macro.

Armor/Weapon/Item Selection

With no spells or self buffs, item selection is extremely important for Armsmen.

When choosing armor, you should consider several things. Probably the most important is utility, followed by proc abilities. Utility describes the amount of bonuses on the armor, the more the better. If possible, try to get a breastplate with a 150 point ablative or a healing proc. This piece will be hit the most so it makes a big difference compared to the crafted 100 point ablative. Armor without procs should not be used. When selecting procs for player crafted armor, stick with ablative or damage over time procs. Haste, damage shield, and DD spells are not very effective in RvR. Artifacts can be useful, but choose one piece and stick with that. Drop armor



from master level raids are usually the best you can get.

Artifact weapons, however are probably the most useful. Their speeds and bonuses are typically not craftable, and their unique abilities can usually turn the tide of a battle. Some high master level weapons are also very useful. Legendary weapons are not usually as good as an artifact or ML drop, but are preferable to crafted. Having no magic, your weapon is extremely important. Going to the trouble to obtain a good one will be worth it in the long run. Also, do not neglect your crossbow. Player crafted crossbows are generally inexpensive, and preferable to drops for two reasons. Since you only need

the crossbow bonus when using it, you can have a +7 or 8 crossbow gem imbued on it. Most drops will not have that kind of stat. Make sure you put a charged DD on it—you can use the DD to interrupt, break speed, etc.

Selecting accessory items can be difficult. *ToA* jewelry can be very good, but also very elusive. Many of the best drops can only be obtained through a master level raid or using several groups. There are, however, many good quest items. These are not too difficult and can be soloed.

The all melee skill bonus is an offensive/hybrid Armsman's best friend. Going to the length to have +11 melee will help your template tremendously.

On the Battlefield

Solo Tactics

A solo Armsman is prey for almost any class. While it is possible to kill several stealthers, generally soloing as an Armsman isn't rewarding. If you decide to solo, keep a few things in mind: Potions! Potions are a soloer's best friend. You'll need a lot of them, so find a source. Keep strong elixirs of healing and invigoration on hand at all times, and also some strong elixirs of endurance. The healing potions will do between 250 and 300, and can really save you in a pinch. Strong elixirs of endurance are a cheap alternative to second wind. Invigoration potions are two minute duration endurance chant four. With longwind one and an invigoration potion, it is possible to sprint for the whole duration. You'll need to sprint in almost every situation. Be mindful of your potion/item timers. Charges and potions are generally on the same timer, so decide which you need to use most in a given situation. You're a tank, but the bottom of the barrel tank, so learn to kite. Use your crossbow whenever possible—that's damage you're dealing before the enemy reaches you. Don't allow things to kite you, however. Snapshot should prevent anyone from kiting you, but if it's down, don't be afraid to let someone get away. As far as master level selection, both warlord and battlemaster are good. With battlemaster, you can throw your weapon, warlord has a small heal, DoT cure, and pet shout. If soloing, know your enemies. If you know what class you're fighting you can make the decisions you need to win.

Group Role

Armsmen are neither best at defense or offense in melee. The most effective Armsman is a bodyguard for a caster. If you have it and use it well, the results can be amazing. Stay by them and use your crossbow until something gets in melee range. Body guarding a wizard and shield guarding a Cleric can work wonders—the Cleric can kite enemies to you and you can block and grapple for them while keeping the Wizard relatively safe. Most opponents won't use range on them even though they all have it. In groups, use your crossbow whenever possible. Surprising as it may be, the crossbow is probably the most effective weapon at your disposal. With 20-30ish specialization, you can do decent damage from decent range. It's usually unwise to rush in and try to melee right off the bat. There are too many things that get between you and your target, be it CC spells, style snares and stuns, disease, PBT, etc. Assisting helps this to some degree, but is no guarantee. If a caster picks you out, you have two options: run or attack. Don't just blindly mash a macro, it wastes your Cleric's power and really doesn't kill that fast. You're not cut out to be a commando either. Armsmen have no access to charge or prevent flight, and although snapshot is available after rank 5, in most fights you'll have a tank or pet attacking you. So don't try to chase, let the mercenaries rush in and get blasted, and assist them with your bow. Watch your own casters and healers—if anybody tries to rush your own support open up with melee on them.

In keeps, again stick with the crossbow. Use line of sight to your advantage, and assist scouts or casters if you can. It's possible to kill most soft targets with 3-5 crossbow shots, but it usually won't happen. If you're a warlord, use siege weapons. Your group spells are also useful; remember to use them a lot.



Realm Abilities

Through leveling Armsmen are granted two realm abilities: tireless and stoicism. Both are great abilities and very useful to the class.

Passive realm abilities help compensate for ineffectiveness in specialization and race. Augmented stats are helpful, but not really necessary. They are best for raising stats your character's race normally lacks. A Briton, for example, might want to specialize in augmented strength, while a Half-ogre would want to raise dexterity. Toughness is very worthwhile, as hits are your primary defense. Toughness is also preferable to augmented constitution because raw hits cannot be debuffed, only con stat which affects hits. Longwind one is vital, but any higher is probably a waste of points. Without prevent flight you won't be able to keep up. Avoidance of magic is worthwhile if taken to level three or above, any lower and the difference is too small to be noticeable. Being one of the strongest classes, lifter is probably unnecessary. If you carry siege often it might be worth a level 1 or 2 investment. The masteries of pain, parrying, and blocking help any specialization. Mastery of pain can't be counted on, but packs an extra punch. Mastery of parrying and blocking are most effective when taken to two or above. Mastery of parrying helps offensive Armsmen supplement defense they can't naturally specialize in because of double specialization. With stoicism, it's possible to have no determination at all. However, it's probably a good idea to have determination three if only for protection against casted stuns. There's no need to max out determination.

Armsmen have relatively few useful active realm abilities. The best one to invest in is second wind—even though potions do the same job, this is an endurance heal you can use in combat. Purge two is vital, even if you have high determination. First aid and ignore pain are most useful when soloing, but have a high cost with little return. Consider how much soloing you expect to do before purchasing these abilities. For grouping, both Soldiers Barricade and Dashing Defense are available. Neither one is very helpful, while Dashing Defense can block and parry for group members it has a high cost for a very short duration. Parry and block are relatively ineffective in RvR, and with only a one thousand radius Dashing Defense really not worthwhile. Likewise, Soldiers Barricade is only thirty seconds, and boosts absorb by insignificant amounts. At level three it would give a cloth wearer plate armor's absorb for thirty seconds, but even plate is hardly adequate protection. It is possible melee will still hit for 500+ with this ability up.

At rank five, Armsmen are granted the Snapshot ability. This allows an Armsman to fire a crossbow while moving for a minute. This can be quite useful and devastating.



Bard

–Tiralle, Bard, Forest Guardians (Monica Jacobs)

Bards are the lynchpin of any Hibernian group. With their incredible group support songs, buffs, ability to control crowds and heal, very few groups would ever be caught in the frontiers without at least one. All of that utility comes at a high price, however, as they are completely dependant on their groups for survival.

Preparation for Battle

Setting Up Your Hotbar For RvR

Bards need a minimum of three hotbars, but with new abilities, melee styles, and artifacts, this can easily spill over to four or more.

The main bar should contain all of the Bard's crowd control spells (mesmerize and lull), the Bard direct damage shout, at least one heal spell, and a few realm abilities (such as Ameliorating Melodies, Purge, or Mystical Crystal Lore). Secondary bars should have the cure spells (mesmerize, poison, and disease), buffs, songs, and resurrect spells. Go for a little bit of redundancy in your hotbars—that way in the heat of battle, you're still effective no matter which bar you happen to be on.

Keyboard Configurations

You will want to have **/sprint**, **/face**, and **/stick** mapped to your keyboard in a way that makes sense to you. You can also extend your hotbar capabilities with cleverly defined **/qbinds**. The **/qbind** command can be one of the biggest helps in managing all of the spells, instrument/weapon swapping, and song twisting.

Simply type **/qbind #bar #slot** (there #bar is the number of the hotbar you wish to choose and #slot is the slot on that hotbar you'd like to map). Now the next key you press will be the key where the **/qbind** is mapped. After that, any time you press that key, the spell you have mapped to it will be cast. The most important would be to **/qbind** your songs and (unless you have Phoebus' Harp) instruments. Binding your cure spells, Master Level abilities, and realm abilities also helps tremendously, since it does not require you to switch hotbars in the middle of battle.

Armor/Weapon/Item Selection

A good set of at least 99% quality, 102 armor factor is a must for all Bards. Whether quested or player crafted is a personal choice, but don't skimp. If you don't have the money for a full set of player crafted armor, there are quite a few quests within both *Trials of Atlantis* and *Shrouded Isles* that have excellent armor rewards to help augment your wardrobe. Try to mix and match between *ToA*, *SI* and player crafted armor to find your best mix of stats and bonuses.

There are two items that are highly desirable for Bards: The Phoebus Harp Necklace and the Crocodile's Tears Ring. They are artifact items from *Trials of Atlantis*, and can benefit the Bards' skills. The Phoebus Harp Necklace, at its highest level, can create an instrument that can play each song without having to switch instruments—making song twisting incredibly easy. The Crocodile's Tears Ring, at its highest level, will turn your song into an area of effect—allowing up to 20 realm mates outside of your group to benefit from your song.



On the Battlefield

Solo Tactics

Generally, the Bard's role is that of support. As such, soloing would not be the first choice. However, if you wish to solo, specialize very high in your weapon choice.

Group Role

This is where the Bard really shines. There are a lot of jobs to do—all happening quickly. It's your job to make sure the enemy gets stopped in their tracks, and that your group is provided with the correct song at the correct time. Once in battle, you will have a tricky job of staying alive, keeping enemy casters lulled, and helping the Druid in the group with some back up heals.

The most useful Bard group technique to learn is how to use lull and mesmerize together. Immediately upon seeing an enemy, your most useful technique will be to simultaneously cast your AoE lull with your AoE mesmerize in order to give your group a jump on the action. Once the enemies are stopped in their tracks, you will have time to get endurance song up and running for your group's tanks.

Some Bards prefer leading the group into battle. This gives them a chance to strike with Lull and Mesmerize first, but also means they will be the first person the enemy spots. If you're not on your toes, you could easily find yourself on the receiving end of mesmerize (or, worse). If you're still learning the lay of the land, or not fully comfortable leading the group in addition to all of the jobs you need to do, simply follow close behind the group navigator. You will still be close enough to the front to be able to mesmerize the enemy, but far enough behind to not be the very first target they see.

Siege Strategy

During a keep attack, Bards have several interesting jobs. Keeping long range casters and archers in the ramparts interrupted, mesmerizing any defenders trying to make their way into the keep to bolster defenses, and making sure to keep your group powered up to break down the doors as quickly as possible. Just avoid getting too close to the keep (as archers will try to take aim at you from the keep wall), and avoid standing still too long (as it makes you too easy of a target).

Keep Defense

Defending a keep is about controlling the crowd outside the doors. Play the power song, climb up to the ramparts, do your best to lull and mesmerize casters and archers down below, and heal realm mates when necessary. Keep cure disease and cure poison close at hand (hopefully /qbind'd). Also, if a member of your realm ends up dead outside the keep, it's possible (if they died in an area that you have a line of sight) to resurrect them into the keep with you. Avoid staying still for too long and avoid crowding in one area too much.



Realm Abilities

No matter what your specialization, the three most important realm abilities for Bards are Purge, Mastery of Concentration, and Speed of Sound—which will prove to come in very useful in fighting off the effects of crowd control spells.

Berserker

—Olaf Tharand—Wolves of Valhalla

The Berserker is a dual wielding light tank that sacrifices heavy armor and defense for high damage output. They also have the ability to increase their damage by turning into a giant bear—man, a form that allows the Berserker to critical hit on every successful hit. The Berserker loses all defensive abilities to gain this advantage, though.

Preparation for Battle

Setting Up Your Hotbar For RvR

Most players find it effective to place their most used styles, abilities, and macros on hotbar number one. All hotbar setups are set up by personal preference for each player. Putting all your primary styles (doublefrost, snowsquall, icy brilliance, aurora borealis, and glacial might) and realm abilities (Ignore Pain, Purge, Master Level abilities) on hotbar one is useful. You can also create other bars for specific purposes like soloing, two-handed setup, and PvE setup.

Keyboard Configurations

As with hotbar setups, the keyboard configuration is all personal preference. It's nice to use quickbinding to map hotbar slots to keys using the `/qbind` command: `/qbind [bar#] [slot#]`. `/qbind` abilities such as Stick, Face, and Sprint, to keys you use often.

Creating Useful Macros

Many players find the following macros useful:

- `/assist <character name>`: Allows you to select the target of the specified character.
- `/face`: Allows you to face your current attacker
- `/stick` or `/follow`: Allows you to automatically follow the targeted character.

Armor/Weapon/Item Selection

Berserkers can use swords, axes, hammers, and left axes for weapons. To dual wield, a Berserker must use a special left axe on the offhand and any of the other types of weapons. Berserkers can also use two-handed versions of all these weapons. They can use small shields, but to do so means that the Berserker can't use two weapons.

Berserkers sacrifice armor for their damage output, so they are restricted to wearing Studded Leather.

On the Battlefield

Solo Tactics

Berserkers are a decent solo class. A Berserker will typically use more of their baseline weapon styles from axe, sword, or hammer because of endurance cost issues, reactionary styles, and different effects.

It's important to travel off road and to be selective with your targets. Certain classes, such as a Paladin, are very difficult for a Berserker to solo. Be aware of your surroundings and learn proper target selection to be successful at solo RvR.

Group Role

Within the group dynamic a Berserker's role is to kill off support and mage classes as quickly as possible. The Berserker's fast swing times and good damage output will ensure that the bear-man transformation or "Berserk Mode" chews these classes up quickly.

Berserkers are typically a group's main assists. This means they pick out the targets for the rest of the melee classes in the group. When not performing this role, the Berserker is often asked to be the group's floater. In this role the Berserker seeks out free support or mage classes that are unhindered and attacks them.

In both of these roles it's important for the Berserker player to be able to identify and locate vital enemy targets, and deal with them effectively.

Siege Strategy

Berserkers have a fairly limited role in a siege until it's time to charge and fight in close quarters. Many Berserkers have picked up siege craft (by learning a trade skill) in order to be more useful while the ranged classes duke it out. In this role you can expect to operate any number of siege engines from rams to trebuchets.

Once the doors of the keep go down, it falls on the Berserker to carry the battle into the keep. Battles will rage floor to floor until the keep lord has fallen.

Keep Defense

In a keep defense the Berserker sees more action. Many times the Berserker will do battle with the assassins that sneak into the keep. Also, once the doors have been broken, the Berserker must guard each floor and throw back the attackers.

As with offensive sieges, many Berserkers take up siege craft in order to be able to do ranged damage to the enemy. There are many options available such as boiling oil, catapults, and trebuchets.

Realm Abilities

It's important for Berserkers to be able to counter their primary targets abilities. Purchasing realm abilities, such as Avoidance of Magic, to raise magic resistance is useful to this end. Determination is used to offset some of the duration of crowd control spells and can be stacked with Stoicism (the innate determination ability of pure tanks). You can further protect yourself from magical attacks with abilities such as The Empty Mind.

Several all-purpose abilities, such as Purge and Long Wind, are highly recommended. Also, it can be very useful to purchase levels of Augment Strength, Constitution, and Toughness. Buying Ignore Pain for when you need a quick heal can also be beneficial.

If your focus is on offensive realm abilities, purchase Charge, Mastery of Pain, and Reflex Attack. Our realm rank 5 free ability, Ferocious Will, can be used to counter the defensive penalties of Frenzy.

As with anything, a balance between offensive and defensive abilities should be considered. Be mindful of your realm ability points and purchase the realm abilities that suit your play style.

Blademaster

–Jelinar (Bonnie Lau)

The Blademaster is a member of the Guardian class of Hibernia, a light fighter that has the ability to dual-wield weapons, and wears lighter reinforced armor. They can specialize in different weapon skills—Blades, Piercing, or Blunt—as well as the dual-wielding skill, Celtic Dual. They also have the ability to train the use of a shield.

In RvR battles, the role of the Blademaster is to be the damage dealer, supporting the more heavily armored fighters. Often their job is to move in at the start of a battle, neutralizing the soft and support targets in the enemy ranks. The Blademaster is often called upon to protect members of its own realm from enemy attackers.

In keep sieges, Blademasters can assist in killing enemy keep guards and lords, as well as run siege equipment. In the absence of siege equipment, Blademasters can also resort to using their weapons to break down doors and walls.

Preparation for Battle

Setting Up Your Hotbar For RvR

Setting up effective hotbars is crucial to performance in RvR. There are a number of elements that can, and should, be placed on hotbars:

- **Styles:** Style chains that are utilized should generally be placed on the most easily accessible hotbar. Blademasters can utilize styles learned from training in their different weapon specializations—Blades, Piercing, or Blunt—as well as Celtic Dual and Shield.
- **Class Abilities/Realm Abilities:** Blademasters have a number of class abilities that also need to be hotkeyed. These include Triple Wield and Flurry.
- **Realm Abilities:** The various active realm abilities that need to be hotkeyed in order to be used, include Charge, Blade Barrier, Purge, and Ignore Pain, among others.
- **Master Level Abilities:** Blademasters can choose to either become Banelords or Battlemasters through the Master Level tracks. The Banelord track consists of a number of instant spells and the Battlemaster track consists of special styles and abilities, all of which need to be hotkeyed.

- **Siege:** Hotkeys can also be set up for the operation of siegecraft, for functions such as **/aim**, **/arm**, and **/fire**.

Keyboard Configurations

A number of actions can be bound to certain keys on the keyboard. Actions such as Sprint, Face, Follow, and Stick can all be bound. This is useful for freeing up hotbar slots.

The keyboard can be setup for movement via arrow keys, or with a **[w]**, **[a]**, **[s]**, **[d]** setup. Hotkeys are generally bound to the corresponding number keys. The **/qbind** command can also be helpful. It allows you to assign a particular hotbar and hotkey to a key on the keyboard—pressing that key will activate that particular hotkey.

Creating Useful Macros

Macros can be very useful in RvR. They are created by using the **/macro** command, which creates a hotkey that can be placed on a hotbar. An example of one macro that can be helpful for Blademasters is **/macro assist /assist <name>**. This creates a hotkey with the label “assist” and when used, will perform the **/assist <name>** function. **<name>** is the name of a particular group member or ally, and using this function will give you the current enemy target of that person.

Armor/Weapon/Item Selection

Many nice armors, weapons, and items can be obtained through quests or epic dungeons in *Shrouded Isles* and *Trials of Atlantis*. Armor and weapons can also be crafted and imbued with bonuses and charges through Spellcraft and Alchemy. Artifact weapons, armor, and jewelry are also available in *Trials of Atlantis*. Suggestions for Blademasters include Spear of Kings, Battler, Shades of Mist, Guard of Valor, Golden Scarab Vest, Belt of the Sun, Crocodile’s Tooth Dagger, and Traitor’s Dagger, among others.

Look for items that carry stat bonuses for strength, dexterity, constitution, and quickness. Skill bonuses for weapon specialization, Celtic Dual, Parry, and Shield are available. Resist bonuses to spell and melee damage are also important to look for. Many *Trials of Atlantis* items will also

raise your stat caps and provide other bonuses to melee damage and speed.

Each weapon type has its own disadvantages and advantages against particular armor types and enemies. When dual-wielding, a typical setup for a Blademaster would be either a pair of equal-speed weapons, or a slow weapon in the main hand and a faster weapon in the off-hand.

On the Battlefield

Solo Tactics

If fighting one versus one against an opponent, reactionary styles are important. They typically use less endurance, do more damage, and have better effects than anytime styles. Using style queuing and faster weapons will also help make these styles easier to perform.

It is important to learn to recognize an enemy class that you may come across, and know their weaknesses and their strengths. Having potions such as those that regenerate endurance on hand, can be very useful.

Group Role

The Blademaster's primary role in a group is to assist other tanks in killing enemy support classes and softer targets. Unless trained in Shield or the Bodyguard Master Level ability, Blademasters are generally not well equipped to physically protect members of their group in RvR. However, they can still use snare styles and other tools to keep enemy tanks off of their groupmates.

Assisting other tanks in the group is key—the /assist command can be very helpful here. Blademasters do their best damage when utilizing positional styles such as the Ice Storm side chain from Celtic Dual. Snare styles and the Prevent Flight ability can be used to keep enemy targets from fleeing.

Learn to identify enemy support classes and soft targets—those will often be your primary targets in RvR.

Siege Strategy

Blademasters make good candidates for operating siege weapons. If not operating siege weapons, they can use their weapons to attack doors and walls. Blademasters trained in the Battlemaster Master level ability line can use the Faultfinder skill as well.

Another responsibility during a keep siege is to kill enemy keep guards. Those trained in Shield may also guard members

of their group or siege operators. Once inside the keep, Blademasters should assist in killing any enemies inside and in attacking the keep lord.

Keep Defense

Much of the Blademaster's job in keep defense will come when the enemy has infiltrated the keep. At that point, their role will be similar to their role in a group. Their job will be to fight enemy players to keep them away from the keep lord.

Blademasters of the Battlemaster Master level ability track should also look to use the Bodyguard skill to protect their casters when defending inside the keep. Those of the Banelord track can use their many area of effect spells to weaken the enemy both at the doors and walls of the keep, or when the enemy is inside, as well as bolster their allies.

Note that Blademasters will gain benefit from almost all buffs, the one exception being the acuity buff.

Realm Abilities

If you are:

- **Trained in high Blades/Blunt/Piercing and high Celtic Dual:** Charge one plus, Purge two plus, Avoidance of Magic, and Mastery of Pain. Other options would include Augmented Strength, Augmented Dexterity, Toughness, Mastery of Parrying, Determination, and Reflex Attack.
- **Trained in Blades/Blunt/Piercing and Shield, or a hybrid of weapon, Celtic Dual, and Shield:** Charge one plus, Purge two plus, Avoidance of Magic, and Mastery of Blocking. Other options would include Augmented Strength, Augmented Dexterity, Toughness, Mastery of Parrying, Determination, and Reflex Attack.

Bonedancer

–Darmmrad (Dan Buroker)



The Bonedancer is a casting class who controls multiple pets. Their primary role is to inflict damage with single target spells and to interrupt the enemy's support and casters. Most Bonedancers overwhelmingly prefer to specialize in Suppression (and minor in Darkness). This guide will assume the Bonedancer has specialized in that manner.

Preparation for Battle

Setting Up Your Hotbar For RvR

The following abilities should be on your primary hotbar: baseline direct damage (DD), root, quickcast, lifetap, pet passive, pet attack, and /assist macro. /qbind keys (/qbind #bar #slot), should include str and dex debuffs. Make certain that the /face, /stick, and /target last attacker are also configured in the keyboard options menu. Pet summon spells, pet cure mesmerization, and pet buffs and caster buffs (including the absorption realm castable buff) should also be on a hotbar, but are not often used in the midst of combat. Master Level abilities should be included on an adjacent hotbar.

Armor/Weapon/Item Selection

Traldor's Oracle and Tartaros' Gift are relatively easy to obtain and each will increase Bonedancer performance; however, most Bonedancers prefer the latter due to its power heal

ability. Trataros' Gift is also an excellent choice. Ceremonial Bracers have a mesmerization/stun protection ability that is worth seeking. Nailah's Robes will increase a Bonedancer's damage and Guard of Valor is also a good choice.

Shapechange artifacts (Maddening Scalars or Dreamsphere) will make the Bonedancer a tougher target to find, and are worth acquiring. Erinys Charm and Jacina's Sash feature resist piercing abilities that will also increase damage output. The Welcoming for a Warrior Quest and The Search for Seven Coins Quest reward the Bonedancer with an excellent bracer and ring, respectively. Master Level raids will also yield equipment with high utility. Depending on your server this equipment may also be available for purchase, so check Market Explorers frequently. The Master Level 9 dungeon, Aerus City, is filled with a number of useful items, including the highly sought after Ring of Torrent and Bracer of Heavenly Bodies. Most Bonedancers place an emphasis on power pool bonuses over casting speed items, but a balanced approach is reasonable as well.

Player made cloth is inexpensive, fortunately. Masterpiece quality items will likely be necessary to create an ideal cloth suit if the Bonedancer has a number of ToA items. At a bare minimum, the Bonedancer should find a competent Legendary Spellcrafter and maximize her pie, dex, con, hp, and melee resists. Spell resists should be neglected only at one's peril, but if a Bonedancer needs to cut corners on resists, cutting matter resists makes the most sense. Most matter damage comes from damage over time spells (DOTs), and fossil healers give Bonedancers relative immunity to these spells. Ignoring matter resists completely is risky; matter legendary weapons and earth wizards, while not common, will pack quite a punch on a Bonedancer who has completely neglected her matter resistance.

Pet Selection

Summon two green fossil healer pets in addition to your dread commander pet. The fossil guardian pet is less desirable in RvR because it will break crowd control (CC) and because it will cast a damage shield that will break root.

On the Battlefield

Solo Tactics

Remember that *New Frontiers* is not the Battlegrounds. Classes that a Bonedancer dominated in the Battlegrounds will have their most powerful spells and style lines out in the frontiers. When attacked from range, hit **/target last**, **/face** and lifetap immediately. This interrupts the enemy and gives you a moment to evaluate the situation. Assassins in particular will be a challenge unless the Bonedancer is quick to purge negative stun and poisons. Archers that attack from outside of a Bonedancer's range will also represent a challenge. Always refresh your blade turn.



Group Role

In most groups, the Bonedancer's task is to help kill the enemy support and casters. Quick and intelligent target selection is critical. Learn the names of the prominent sorcerers, clerics, bards, druids on your server and what they look like. Until you are completely confident in your target selection, using an **/assist** macro is highly recommended. Your pets are a useful survival tool, but they are an even more important tool for interrupting the enemies' support. If you see an unmezzed cleric or druid casting spreadheal, interrupting that enemy is critical. Enemy tanks and assist trains should be rooted (Quick Cast root if necessary) and/or kited. Don't waste power nuking a tank if there are other targets available—it's an inefficient use of power. Keep one eye out for your group's shaman and healers. They won't forget you if you root enemies are pursuing them. And, as with every class in RvR, read your chat window frequently—bad communication will kill you rapidly.

Siege Strategy

To attack a keep, park your healer pets, in passive mode, using the "HERE" command next to the keep and out of line of sight. The Bonedancer lifetap is useful in seizing the initiative on enemy casters in keep warfare. Be careful; Bonedancers are quickly identified, stunned, and nuked to death. Before going toe-to-toe with an enemy caster, inform your healers and make sure they have plenty of power.

Keep Defense

Park your healer pets, in passive mode, away from you so they will not be mezzed or hit with a DoT spell. A Bonedancer has an advantage due to the lifetap, but be wary of assassins and invisible archers lining up their critical shots. It is smart to move and attack from different points, and not linger longer than necessary.

Realm Abilities

Bonedancers cannot have too much power. In addition to power potions, most Bonedancers will purchase Mystic Crystal Lore One, Serenity One, and Raging Power One. Increasing damage is also important, so Mastery of Magery and Wild Power should be purchased in equal levels as the Bonedancer earns realm ranks. Purge One is a reasonable choice, but some Bonedancers may prefer to rely on the Allure of Death RA and spend saved realm points on Mystic Crystal Lore Two or Raging Power Two. Thornweed Field (TWF) and Brilliant Aura of Deflection (BAoD) may be situationally useful, depending on the types of fights a Bonedancer finds herself in most often.

Cabalist

Cabalists are a unique class belonging to the Albion Mage sub set. The Cabalist's most defining feature is the large simulacrum that follows them. Along with these powerful pets, the Cabalist has a large range of tools at their disposal. Cabalists excel at debilitating their foes by blinding, diseasing, or poisoning them. Cabalists also control the flow of life by draining their targets, and transferring that life force to themselves or to their fellow players.

The Cabalist gets several base line spells: life tap, defensive shields, a root, DoT (damage over time), simulacrum summoning, heals and buffs for the simulacrum. Body Cabalists control life. The Cabalist's main damage spell is life tap, which causes damage to foes while healing themselves. They can also use their own life and transfer it to their companions. Diseases are another powerful spell a body Cabalist has at their disposal, having both a single target, and area of effect version. Matter Cabalists defeat their enemies by casting poisons, or DoTs, on them. These spells, do damage to an enemy over a span of time, and can eventually kill them. The area of effect version of this spell is especially devastating to large groups of enemies. The matter Cabalist is also able to blind their opponents using near sight spell. Spirit Cabalists focus more on their pets and debuffs to defeat their opponents. A large array of buffs are available to make the simulacrum a powerful foe to contend with. Also available to the spirit Cabalist is the ability to drain the life force of the simulacrum in order to replenish their own power. The spirit Cabalist can also debuff their foes resistance to certain magic types. The body debuff is the most popular, as your life taps are body based; therefore you debuff your opponent, then attack with your life tap, causing a lot more damage then you normally would.

When defending or attacking a keep, a Cabalist's main role is to kill as many attackers as possible. This is best accomplished using their area of effect spells. In open field RvR, a Cabalist is more concerned with taking down single targets fast, while avoiding enemy players. The combination of using the body debuff and life tap excels at this.

Preparation for Battle

Setting Up Your Hotbar For RvR

Creating a hotbar for a Cabalist is very important. Spells such as your life tap, disease, DoTs, near sight, roots, and debuffs are all important spells, and should be on your first hotbar. You should place your pet buffing spells, pet summoning, and other spell on your next bars. It is also a good idea to set up an assist macro, on your first hotbar, so you can assist your companions.

Keyboard Configuration

When configuring your keyboard, make sure the configuration is easy to use, and the buttons are easily accessible to one another. It is essential that your movement keys be close to your other essential keys. Abilities such as sprint should be bound to an easily reachable key. It is also important to get your stick and auto face bound to a key. The auto face is essential, because it not only stops you from moving, but it also keeps you facing your opponent. This makes it much easier to cast your spell without losing line of sight or moving.

Creating Useful Macros

Probably the most important macro would be the assist macro. In open RvR it is imperative to drop targets as fast as possible. This is best accomplished when more then one player attacks the same target. Setting the macro by doing **/macro Merc /assist Merc** will now allow you to target Mercs whenever you click the button. Another very important macro would be one to yell for help when you are being attacked. This can be accomplished by typing **/macro Help /s Help, I'm being attacked by %t need assistance!** This not only asks for assistance, but also names the target that is attacking you, making it easier for your companions to locate the target. Another macro is an Enter/Exit macro. This macro makes it easier to enter a keep that is besieged by enemies.

Armor/Weapon/Item Selection

It is essential for a Cabalist to attempt to max their dexterity, intelligence, and constitution—these are the most important statistics for cabalists. Your resists are also very important to max, as they will improve your survivability. Increase your hit points, too. With this in mind, you can make a character template around the artifacts and quest items you want.

Some very good artifacts for casters would be Traldors Oracle, Tartaros Gift, Cloudsong Cloak, Nailahs Robes, Ceremonial Bracers, and The Belt of the Moon. You should also get a shape-shifting artifact to conceal what you are. The best artifacts for this would be The Tablet of Atlantis, Dream Sphere, or the Maddening Scalars. After choosing what artifacts you want, you should then look at the quest items available and pick what fits your template the most. Some quests with very good items are The Stone of Arawn, Telgars Redemption, Search for the Seven Coins, Parade for a Paladin, and Sacrificial Rites. Once you have picked which items you want, it is best to fill up the rest with crafted items. These items should fill out the extra resists, stat, and hit points you are missing.

On the Battlefield

Solo Tactics

A spirit specialized Cabalist is truly better at soloing. When running solo, the amber simulacrum is the best pet to use, as it can cast a stun on your opponents. A fully buffed amber simulacrum can chain stun your opponents, making them helpless against you. When fighting ranged attackers, the first spell you should cast should be near sight; it will give your pet time to reach them. When fighting melee oriented classes, root them in place first, then disease them. Make sure you are as far away as possible, then send in your pet. Start casting your life taps and dots at them. The disease will slow your opponent, and your amber pet will probably stun them a bit.

Group Role

Once the battle begins, your primary job is to pick out other enemy casters and healers, and kill them as soon as possible. Since you might have a body debuff, most sorcerers will be assisting you, as their damage spells are also body based. Your secondary role is to watch your fellow group mates. Root any enemies attacking your Cleric or other casters. You should also have your pet engage enemy healers, in order to keep them locked down and unable to assist their companions. Off course what you are able to do depends on the circumstances and your specialization.

Siege Strategy

A Cabalist's primary role is to watch the ramparts for enemies and attempt to kill them. Use your area of effect (AoE) DoT or AoE Disease. Not only will these spells do their normal effects, but they will cause the enemy casters to be interrupted. Near sight is an important spell during sieges, as it takes a caster out of the battle for the duration of the effect. Assign your pet to bash on the doors, assisting your companions in taking it down.

Keep Defense

Your primary role is to kill as many attackers as possible. In keep defense there is no holding back. Your DoTs or disease are very effective; sending your pet out, is also effective.

Realm Abilities

An ability that is nearly a necessity would be Purge. Taking Mastery of Magery or Wild Power is a sure way to increase your damage output. To cast faster, you can take Augment Dexterity. To boost your hit points, take Augment Constitution, Toughness, or Physical Defense. If you want to improve your simulacrum, you can take Wild Minion, Excited Frenzy, or Juggernaut. To improve your power usage, you can take Mystic Crystal Lore, Raging Power, or Serenity.

Champion

–Mong0 (Matt Reavy)

The Champion is a hybrid class that combines martial prowess with specialized combat magic. The Champion's Valor spell line contains his personal strength/constitution buff and a selection of debuffing spells. Champions may focus their abilities on the offensively-oriented Large Weapon skill line, or the more defensive Shield skill line along with a one-handed weapon.

Large Weapon (LW) Champions are offensive powerhouses, and while they lack the hit points or defensive abilities of a pure tank, they do not lag far behind in damage potential. Shield Champions focus on developing their defensive abilities to protect themselves and their weaker realm mates.

Preparation for Battle

Setting Up Your Hotbar For RvR

A successful Champion may need more than one hotbar to access all of his abilities. On hotbar one, your most frequently used abilities, styles, and spells should appear. Place your debuffing spells at one end of the bar, and your styles at the other end. The remaining slots on this bar should contain your most commonly used realm and master abilities, and your assist macro. A second hotbar will have lesser used weapon styles at one end, and active realm, master level, guard and intercept abilities at the other end.

Shield Champions and Large Weapon Champions will have some variations on these ideas in their setups.

Keyboard Configurations

If you RvR frequently, you may want to experiment with DAoC's FPS (first person shooter) keyboard layout option. It allows players to utilize movement and other commands easily, without the need to take their eyes off the screen.

The core keys of the FPS keyboard configuration are the **[W]**, **[A]**, **[S]**, **[D]** keys, which are used to move forward, left, backward, and right respectively. An example layout would use these keys for movement, then bind the following common commands: **[Q]** = **/face**, **[E]** = **/stick**, **[F]** = **/follow**, **[C]** = **/sprint**.

Each of these crucial abilities is then easily accessible by the left hand.

Creating Useful Macros

A Champion player needs only a few macros to help him succeed in RvR combat:

- **/macro MAssist /macro assist %t:** Use this macro to create an assist macro for your target.
- **/macro Target /g I'm fighting %t!** This macro will let your group know what you are currently fighting.

These commands can be placed on a higher numbered hotbar and bound to a free keyboard key with the **/qbind** command. Type **/qbind <hotbar #> <hotbar slot>**, hit **[Enter]**, and select the desired key.

Armor/Weapon/Item Selection

Your character's equipment should focus on enhancing his strengths and minimizing his weaknesses. Work toward meeting the resistance cap of + 26%, the attribute cap of + 75%, and the hit point cap of + 200% as often as possible.

With the *Trials of Atlantis* expansion, champions can also pursue artifacts for their powerful abilities and variety of bonuses.

As has been said, large weapon champions tend to focus on their offensive abilities, but should not forget to protect themselves. Large weapon champions often emphasize the following in descending order or importance: Melee resists and magic resists to decrease the damage your character receives; constitution and hit points; strength for damage and weapon skill; large weaponry for additional weapon skill and damage; quickness to increase your damage over a given time; intelligence to increase your power pool and blast damage; parry skill; and dexterity to boost your defensive skills.

A shield champion's choice of equipment will maximize his defensive potential and enhance his other combat skills. A shield champion's priorities from most to least important are: Melee resists, magic resists, constitution, hit points, dexterity, strength, quickness, intelligence and melee haste.

On the Battlefield

Solo Tactics

Champions will fare well against many classes in Camelot. You will succeed most often against other realms' hybrid and support classes, but you should avoid heavy tanks, paladins and savages. Spellcasters and higher realm rank opponents may have abilities that your character has trouble countering.

Close the distance with your opponent as quickly as possible, and remember to use your debuffs. Try to use styles that maximize your damage, and stun the target if possible. Don't forget to use your direct damage (DD) shout and snare to interrupt spellcasters. You will fare better in combat if your character is equipped with a legendary weapon and some health and endurance potions.

Group Role

Champions typically take one of three roles in RvR: a damage tank, a defender or a freelancer.

- The "damage tank" assists the other melee classes in his group by creating as much massed melee damage as quickly as possible, in combination with the group's "main assist" tank, who will select the targets.
- The "defender" is responsible for protecting the group's casters and healers with his defensive skills, as well as his debuffs, damage, and snare spells.
- The "freelancer" disrupts the enemy's casters and healers. He operates away from the main damage tanks in an effort to tie up at least two—and preferably more—opponents. Target the enemy's unmezzed casters and healers, and use your DD and snare spells to interrupt them.

The large weapon champion typically plays as either a damage tank or as a freelancer, depending on what the group leader feels will work best. As a defender, even a situational one, the large weapon champion primarily stops enemy players from pursuing his or her casters by using Annihilation or Snare.

A shield champion will usually play the role of a defender in his group. Ask your group leader which players need your protection, stay close to those players, and use your Guard and Intercept abilities to protect them from attack. Watch for opportunities to use your other skills to aid the group's main tanks or help defend other players.

Siege Strategy

Champion players with an interest in siege equipment should carry a trebuchet with their character and operate it from a distance. Your character will also be useful in helping to protect your group's support characters, interrupting casters with your DD, or cutting off enemy reinforcements.

While defending a keep, Champions can use the wall hookpoints to setup siege engines to devastate the enemy's support characters. Your character's strongest contribution to keep defense will be his role in the melee battle resulting from breached walls or gates.

Realm Abilities

Realm ability selections are largely a matter of personal choice, although some patterns can be seen among Champion players. There are several core realm abilities considered vital to a Champion's RvR performance. Purge makes up for the Champion's lack of resistance to crowd control and other negative effects. Avoidance of Magic is generally seen as a must-have because it is important for Champions to increase their protection from magical damage. The Static Tempest ability provides a flexible offensive and defensive tool.

A Champion may find that some realm abilities are helpful in certain situations or for rounding out his character. These abilities include Lifter, Mystic Crystal Lore, Toughness, Augment stat abilities, Long Wind, and Mastery of Blocking for shield users.

Cleric

–Hoirip (Robert Outlaw)

The Cleric is a support class that specializes in the healing and enhancement of its allies. In addition to these primary roles, the Cleric also has some limited ranged damage capability. In siege RvR, the Cleric's main role is to heal, resurrect, buff realm mates when needed, and to assist damage dealers with your ranged damage tools. More demanding open-field RvR situations place more of an emphasis on healing and resurrection, with the use of ranged and point blank tools to interrupt enemy casters and support players.

Preparation for Battle

Preparing your Cleric for RvR combat centers around the three following principles:

- Maximizing your healing effectiveness.
- Quickly swapping between ranged damage and healing.
- Increasing survivability.

Setting Up Your Hotbar For RvR

The most important hotbar is the main hotbar. This is the hotbar you'll have active a majority of the time. Ideally, this hotbar consists of the following basics: the spread heal, a single target heal, the baseline smite stun, and both instant heals. Fill in the rest of the hotbar with your most-used abilities.

Having two sets of buffing hotbars—one for your concentration buffs, and one for your buffs on recast timers—works well. Concentration buffs will take up almost an entire hotbar. Timed buffs are few, so it is convenient to place *ToA* artifacts, timed abilities, and timed realm abilities on the same bar as timed buffs.

Finally, it is helpful to have a bar dedicated to standoff and siege situations. It is useful to have abilities like cure poison, baseline group heal, and Area of Effect smite direct damage on this quickbar.

Keyboard Configuration

The most important consideration for keyboard setups is to have sprint, face, stick, and follow, bound to a keyboard key, instead of taking up valuable quickbar space. Use the Quickbind command to do this: `/qbind [bar#] [slot#]`.

Creating Useful Macros

The assist macro made with your group's main damage dealer is very helpful to coordinate your offensive efforts. `/assist <character name>`.

Armor/Weapon/Item Selection

There are no simple rules about gear, but the following five categories of bonuses are well worth looking into.

- **Dexterity and Casting Speed bonuses:** Many cleric spells take over three seconds to cast. These bonuses will have a dramatic effect on your ability to timely land spells.
- **Constitution, hits, and melee resists:** Clerics, due to their limited forms of defense against melee attackers, will often find themselves under the gun from enemy tanks. A bit of durability goes a long way.
- **Piety and power pool gear:** Piety gear and power pool gear help extend the cleric's power pool by a significant amount. Extra piety also increases the effectiveness of smite DDs.
- **Resists:** Body, Cold, Heat, and Energy resists are very important for clerics. Spirit resists and especially matter resists, are less important.
- **Heal effectiveness gear:** This *Trials of Atlantis* gear really boosts a Cleric's ability to heal for more, without spending valuable spec points.

On the Battlefield

Solo Tactics

Generally, you want to avoid solo treks through the frontier as much as possible. If you get assaulted, use your shout Point Blank Area of Effect (PBAoE), mesmerize, stun, and smite direct damage (DD) as much as you can before entering melee. Once there, try to stay on the attacker, strafe, and use instant heals to their best effect.

Group Role

Besides the obvious heals, resurrections, and stuns, one of the most important things a Cleric should think about in open field combat is your positioning in the fight. Get a feel for the 2000 range of heals, and develop a tendency to take a couple of extra seconds at the start of a fight to find a good spot before healing. Interrupting free enemy healers and casters with smite DDs or buff shear spells can also make the difference in a tough fight. Try to avoid “spamming” the spread heal to conserve power.

Siege Strategy

To avoid the attention of guard NPCs, ask the tanks in your group to assign their protect and guard abilities onto you. Try to stay out of line of sight on ramparts by hugging the walls. You can still see your group mates pretty easily from there, but enemy nukers can't see you. If the keep is heavily defended, try to stay out of the enemy's area of effect (AoE) spells. Do what you can to conserve power as much as possible. Quickly resurrect the fallen, and buff your group mates as best you can when they die. Use the “benefits” button on the main group panel to quickly figure out what buffs the players already have, and which ones they need.

Keep Defense

If available, use your AoE smite DD to interrupt casters from the ramparts or the courtyard. Many players will hesitate to run through AoE. Cleric stun is the longest range stun in Albion, so use it to assist your nukers. Try to stay out of ground targeted area of effect (GTAoE) fields. you're your position so you have line of sight for heals as much as possible to your group mates.

Realm Abilities

Investing into the Purge realm ability is extremely important.

Cleric's smite spells and their heal spells can consume a great amount of power. RAs, like Mystic Crystal Lore and Raging Power, are very helpful in restoring power just when you need it the most. One point invested into the Long Wind ability is also helpful. Finally, Divine Invention is an extremely good value. Perfect Recovery, even at the lowest level, is also useful. Wild Healing has always been popular with Clerics as well; a timely critical heal can make a big difference.

- **The Rejuvenation/Enhance Cleric:** This brand of Cleric has little protection from melee classes through the PBAoE instant mesmerize, so defensive RAs like Barrier of Fortitude, Toughness and Augmented Constitution.
- **The Rejuvenation/Smite Cleric:** This style of Cleric benefits greatly from investing into Mastery of Magery and Wild Power to boost their smite damage.

Druid

–Bishopknight (Sean Gildea)

Druids are Hibernia's primary healer. They are not only excellent in RvR, they are also crucial to the well being of their realm mates. There are three primary speclines of a Druid: nature, nurture, and regrowth. Most Druids choose to specialize in regrowth to at least 30 for a spell called "spread heal." This heals all group members, some more than others, based on their need. Some Druids specialize deep into nurture or nature. Nurture provides enhancing buffs for your party members and yourself. Nature provides instant and casted crowd control spells, a pet, damage over time spell and a damage return shield.

A Druid specialized 40 regrowth, 4 nurture, 36 nature, may consider these guidelines:

- Primarily heal and use your nature line insta roots to free your realm mates.
- Use your pet to interrupt enemy casters and healers.
- Let other people buff you since your buffing line is low.

A Druid specialized 30 regrowth, 44 nurture, 8 nature may consider these guidelines:

- Use your level 30 spread heal when two or more people are taking damage.
- Be the primary buffer of your group.
- Use your baseline single castable root to stop enemies.

Preparation for Battle

There are some keys to playing a Druid in RvR. You are the realm's primary healer. As long as you have specialized to 30 regrowth, you will have access to two instant heals, a 50% health resurrection spell, and a spreading heal spell.

Instant heals heal a percentage of health back to the target instantly (in the case of the single instant heal) or to the group (in the case of the group instant heal). If you specialized regrowth to 35, you will have access to 75% health instant heals. This is highly recommended for players who primarily heal in RvR. You should save insta heals for times when your group members are taking damage too quickly to be healed individually, or you are being interrupted from healing yourself.

A full resurrection spell is given to Druids who specialized

to 40 regrowth. This spell reduces the duration of the targets resurrection sickness (that is the time during which they suffer penalties to damage and realm point earning). All resurrect spells cost the same amount of power, 50%, so using a full resurrection is the best return on value for the power spent.

Setting Up Your Hotbar For RvR

The following is a suggestion for your hotbar setup:

Hotbar One—The Healing Bar

- 1 resurrect
- 2 /stick
- 3 spread heal
- 4 /sprint
- 5 single insta heal
- 6 group insta heal
- 7 heal
- 8 heat resist buff
- 9 cold resist buff
- 0 matter resist buff

Hotbar Two—The Buffing Bar

- 1 str/con buff
- 2 /stick
- 3 qui/dex buff
- 4 af buff
- 5 str buff
- 6 con buff
- 7 dex buff
- 8 acuity buff
- 9 haste buff
- 0 /sprint

Hotbar Three—The Nature Specialization Abilities Bar

- 1 insta area of effect root (level 36 nature)
- 2 /stick
- 3 single insta root (level 32 nature)
- 4 Dry Rot, damage over time spell
- 5 Summon Druid Pet
- 6 damage shield
- 7 melee damage add

- [8] send pet on target
- [9] castable AoE root
- [0] castable single root

Keyboard Configuration

Set your "next object" and "pick up object" keys together on [x] and [z] so you can easily loot gold and items.

Set /face macro to the [y] key to face anything you're targeting.

Armor/Weapon/Item Selection

The following are a list of suggested items:

- Jacinas Sash—five percent range, 25% group heal
- Healers Embrace—group heal 33%
- Egg of Youth—AoE insta rez
- Scepter of Meritorious—four percent health/power

On the Battlefield

Solo Tactics

Pull with your damage over time spells, then send your pet on the target. Melee it down with your damage add spell and your damage shield spell up. Make sure you buff yourself and your pet with every spell, except augment acuity.

Group Role

When you encounter enemies in RvR, you should watch the field, and look to see who is being attacked first. You will want to start healing that person before they are hurt, this is an advanced tactic known as pre-healing. Also, by default, your group members are selectable by hitting the [F1] thru [F8] keys. If you have group members who are more important than others, you may want to memorize which F# key they are associated with, so you can quickly heal them if they are taking damage. Using the F# keys may seem awkward at first, but it will cut a second or two off your reaction time in RvR which could be the difference between someone dying or living.

Siege Strategy

As a Druid, you want to make sure you are free to heal the tanks and casters. That means you should not be running siege equipment. Stay out of line of sight of enemy archers and casters on the walls of the keep.

Keep Defense

Stay back out of line of walls so you do not get shot by casters or archers. Try to heal your realm mates as they shoot people from the ramparts. Also, if you or a group member has access to a "font of power," make sure you stand near it to recover power faster.

Realm Abilities

- Purge—this frees you from mesmerize, stun, snare or any negative effect. The first level costs five points and takes ten seconds to activate. The second level costs an additional ten points and is instantaneous. The third level costs an additional 15 points and has its recast timer reduced from 15 minutes down to five minutes.
- Mystic Crystal Lore—The timer is three minutes and costs five points. It returns 25% of your power back to you as long as you're not in combat.
- Mastery of Concentration—This allows you to cast uninterrupted (as long as your not mesmerized or stunned) for 30 seconds. However, your spells will be 25% as effective for level one, 50% effective for level two, and 75% effective for level three.

At Realm Rank Five use the following Realm Abilities:

- Mystic Crystal Lore I
- Raging Power
- Purge II
- Mastery of Concentration II

Eldritch

–Turkinolith (Larry Boles)

From slinging spheres of arcane energy, to withering his foes with disease, the Eldritch is the Hibernian master of drawing arcane energies for offensive combat. This can be accomplished through obvious means of direct damage spells or through indirect methods such as de-buffing, diseasing, or nearsighting.

Preparation for Battle

When preparing for combat, stock up on a few alchemist made power potions, both the regeneration over time and the Mystic Crystal Lore (MCL) in a bottle form are extremely useful. If you are using *Trials of Atlantis* artifacts that have charges on a timer, keep track of the time of the last use of that item and when it will be available for use again.

Keyboard Configurations

Having an easy-to-navigate keyboard setup will help greatly in the long run. Keyboard maps vary between players based on what feels more comfortable and the type of keyboard being used. For an Eldritch, make it a priority to remap target nearest enemy, */face*, */stick*, to an easy to reach location—these will be used often. The key bind feature is also very helpful in setting up your keyboard.

Armor/Weapon/Item Selection

For an Eldritch, equipment is important. When selecting what items you are going to wear, it helps to have a plan of what you need. For this there are many helpful calculators on the internet which display item statistics in an easy-to-read manner. Generally, an Eldritch should focus on their main stats of intelligence and dexterity, then focus on constitution and resistances.

On the Battlefield

A well-played Eldritch on the battlefield can be a powerful asset to his group and the overall situation of battle. There are several situations where you can find yourself in combat. Follow these general guidelines to be effective.

While traveling, try to avoid being in front of the group or the main group driver (not to be confused with a position

commonly called caster driver that's used often in PBAoE or bomb run attacks). The person in front is easily targeted when facing an enemy group and as a soft target (cloth armor wearer), an Eldritch wants to avoid being targeted for attack.



Group Role

In open field combat, there are innumerable forms of encounters that can happen, and each one presents its own situational challenge. Usually when two groups clash in the field, an Eldritch needs to quickly identify any support and casters on the opposing end; these will be the main targets. For light Eldritchs, they can quickly debuff, nearsight if needed, and start direct damaging their targets. Void Eldritchs should immediately look for caster targets and use their bolts to remove them early before they can do any harm. Mana Eldritchs also can lead with debuffs and have the choice of staying at range to use their disease and snares, or moving into the fight to attempt to use their point-blank area of effect nuke.

Siege Strategy

Attacking a keep can be very exciting. The Eldritch has one vast advantage to melee classes when it comes to siege, that is range. Let the tanks and other melee run up to the keep first to get the guards attention. Then follow closely and take out the first wave of guards that will rush out. Next, turn your

attention to the walls in search of any caster guards, healers, archer guards, or enemy players defending.

Void and light Eldritchs have a lot of powerful tools to use in this situation. Light Eldritchs' Nearsight can disable archers and caster guards or momentarily put a defending player caster out of commission. Void can snipe from well out of reach of most defenders with bolts. Mana Eldritchs can use their disease, debuffs, and ranged area of effect direct damage on the guards and players inside to interrupt.

Keep Defense

In siege defense, the Eldritch can find varying versions of the role of ranged defender, depending on his specialization. A usual tactic is finding murder-holes, windows, and other spots to launch quick attacks, nearsights, debuffs, or diseases, then duck back under cover. At all times in a siege, an Eldritch must keep aware that he will not withstand much of a concentrated beating if the attacking force focuses on him while he is exposed. A prudent objective is to constantly move from position to position where you are able to pop up and deliver your assault then duck back under cover if needed.

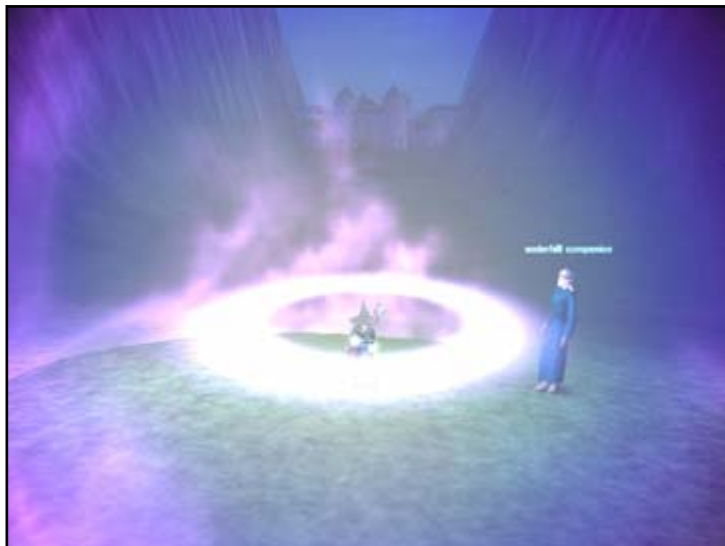
Realm Abilities

Power management realm abilities (RA) are ones any Eldritch will benefit from. Mystic Crystal Lore and Raging Power are good choices and almost every Eldritch will want at least the first level in one of them. Purge is another staple RA, used for removing a lethal damage over time (DOT) or escaping a stun, mesmerize, or root. From there on out, it's up to the players' preference as to what spread of RAs would benefit them the most.



Enchanter

–Nyonben (Shaun Dugan)



The Enchanter, a pet caster, is one of Hibernia's most potent weapons. With a wide array of weakening, damage, and pet buffing spells, it would be an understatement to say they can hold their own in RvR. With the ability to simultaneously debuff a target, nuke from range, and, depending on specialization, unleash hellish amounts of damage at very close range, many consider the Enchanter the most powerful and consequently, most popular caster in Hibernia.

Preparation for Battle

Setting Up Your Hotbar For RvR

A successful hotbar for RvR will primarily depend on what you feel is comfortable. However, having similar types of spells on the same hotbar would be the most advantageous. Your primary hotbar can consist of your ranged direct damage spells, stun, instant debuffs, casted debuffs, and basically anything else that is used to impair or destroy an enemy. You may also consider putting any realm abilities you use in a fight on your primary hotbar. Secondary and tertiary hotbars can be used for shield spells, run speed spell, your pet summoning and buff spells, and anything else you feel won't be used in a combat situation. Your personal preference may differ, but the aforementioned hotbar setups are adequate for RvR combat.

Keyboard Configuration

Your keyboard configuration is entirely dependent on what is comfortable for you. The default keyboard configuration works well, too.

Creating Useful Macros

An assist macro might be useful if you are in a group where assisting your main assist is essential to the group's function. Also, it is essential to have a pet attack macro on your hotbar.

Armor/Equipment/Item Selection

When choosing items for your Enchanter, you'll want to cover the basics. Cap your dexterity, intelligence, constitution, and hit points. Next, concentrate on your resists. Having at least 20% is mandatory unless you have a very good group to keep you from being turned into a veritable pincushion. Lastly, try and acquire the *ToA*-only bonuses that raise your casting speed and spell damage. They've become almost a must-have in present-day RvR. Some artifacts you may be interested in are Band of Stars, Belt of the Moon, Bracer of Zo'arkat, Cloudsong, Crown of Zahur, Erinys Charm, Guard of Valor, Jacina's Sash, Nailah's Robes, Staff of the God, Stone of Atlantis, Tartaros Gift, and Traldor's Oracle.



On the Battlefield

Solo Tactics

A solo Enchanter can be one of the peskier opponents for someone to fight in a one-on-one engagement. People can preach about realm abilities being the bread and butter for any caster in a 1v1 fight, but an Enchanter's pet is his deadliest tool. Mainly because the Enchanter has bar none the best offensive pet in the game, the Underhill Companion. The Companion has a DD/Snare that can be chain-casted to keep your target from getting anywhere in a hurry. Coupled with your baseline stun and ability to do ranged damage with essentially any specialization, the Enchanter is a deadly opponent to face alone. A few things you'll want to look out for, however, are nearsight spells, assassins, archers, and Bonedancers. Anything else you should be able to handle with relative ease. With the proper realm abilities, you'll even be able to handle the previously mentioned hurdles. A light Enchanter will rely purely on his ranged specialization nuke to deal all of the damage. Sub-specialization points spent in mana may allow for the first Heat debuff, in which case he would also implement that. Mana Enchanters have the option of rebuffing their target and nuking from range with baseline nuke or stunning and then using their point blank area of effect damage spell.



Group Role

Your role in a group varies on the type of the group. If you're group is the "mez and PBAoE bomb" type, then you're going to wait until your friendly Bard lays down a juicy AoE mez on your enemy. That's when you ride in like an angel of Hell and



use your PBAoE spell until your graphics card overheats. If your group is more selective (or if you are a light Enchanter) you are better off picking the "soft" targets that consist of enemy realm healers and casters. A tip that applies to both solo and group combat: Unless you're casting a spell, never stop moving.

Siege Warfare

In siege warfare, concentrate on destroying guards and anyone that may be defending the walls. You are limited by your power and ability to take damage, so don't get too overconfident and try not to stray away from your group.

Realm Abilities

Smart realm abilities for any caster to get are ones that augment your damage and improve your power regeneration. Secondary realm abilities would be ones that increase your hit points or other stats and also the nearly essential Purge. Must haves consist of Mastery of Magery, Avoidance of Magic, and Purge. Mastery of Concentration in its upgraded form no longer seems nearly as powerful as it was before, but if it's your play style, go for it.

Friar

–Cathreen (Brooke Lingenfelter)

The Friar is a hybrid and can have many functions and effectiveness in RvR. This class features the ability to melee, heal, and buff, but has no mandatory specs. The Friar is a unique class that can bring many different things to a group. A Friar must be able to switch quickly and effectively to fit each role he may be asked to play.

Preparation for Battle

Setting Up Your Hotbar For RvR

In RvR you need quick access to all of your most important abilities. Depending on your skill decisions, you will have different abilities in your hotbar configuration. Regardless, it is always important to keep your best heal at the top in slot one. Even if you have selected a fighting path as opposed to a healing path, your heals will be important to your role in groups and to your solo RvR tactics on the battlefield.

Next put your style chains on your hotbar. You will want to place these in the order that they are used in combat. The more commonly used staff combination is: Defender's Fury Quick Strike. This chain only requires two styles and slows your target's attack speed. Figure Eight Friar's Ally is also a good chain, because it will stun your opponent and is also a short chain. The most popular style for standard fighting is Friar's Boon. It has low fatigue costs, but high damage. You will want to put this in a very accessible hotbar slot, like slot ten.

Your enemies are capable of casting poison and disease spells. If you have the Cure Poison and Cure Disease spells, you may want to have these on your main hotbar for easy curing.

For the remainder of your hotbar, try to place your buffs. Your buffs do not last forever; they are timed, and sometimes they pick the most inopportune moments to disappear. Take the most important buffs and place them on your hotbar. This way, whenever you get a spare moment on the battlefield, you can easily rebuff your player.

Keyboard Configuration

Essential keyboard functions that help in almost any situation are **/face**, **/stick**, **sprint**, and **/assist**. You should also have **/use** and **/use2** set up where it is easiest for you to hit quickly when needed.

Creating Useful Macros

To help communicate with your group, alliance, or guild, you will want to use macros. Macros can be very useful when participating in fast-paced RvR activity. Useful macros for a Friar include:

- **/g Healing %t—%t** will display the name of your target.
- **/g Gather around! I will rebuff the group in 3...2...1...**
- **/g Help! I need a heal!**

Armor/Weapon/Item Selection

On the battlefield, you will want the best for your player, and this means player crafted goods. As a Friar, you are restricted to leather armor. You should purchase spellcrafted armor, and modify it to your tastes. Depending on what skills you have chosen, you will want different spellcrafted gems embedded into your armor.

Armor should ideally have maxed resists and +skills. With the introduction of ToA, you can also add to your melee speed, damage, Power Pool, healing, and buffing effectiveness, range, and duration. This opens more options for your role in a group as well as enhancing your specialization.

Staff selection should be based on need. Faster staves have a better chance of getting past blade turn, while slower staves have more of a chance for the larger amount of damage. An ideal speed to look for would be 5.0 dps to 5.5 dps. Another deciding factor of your staff is its proc or charge. Handy RvR proc and charges include life drains, DoTs, and ablatives. You don't have to use the same staff every fight, you can carry a variety of speeds and effects to be prepared. For items, focus on resists. The opposing realms use lots of damaging spells, which have damage types. These can be defended against with resist items. You may incorporate these resists in with your spellcrafted armor, or you may purchase dropped or quested items that have natural resists. Other

helpful inventory items include various alchemy potions (mainly healing, power, and endurance) and siege tools. It never hurts to have extra wood, siege materials, or ammo either.

On the Battlefield

Solo Tactics

Soloing as a Friar isn't as hard as it sounds. Though the Friar has leather armor, he is capable of dealing quite a bit of damage. Unfortunately, the leather armor also means he can only take so much damage. If you solo, you will need to learn when to run and when to fight. Your staves will deal crushing damage, which is weak against heavier armors; however, when the staff meets leather, you will gain a bonus to your attacks. This means you are a great character for killing off pesky assassins. These guys will lurk around the high traffic areas, bridges, underpasses, etc. to try to catch stragglers or solo players such as yourself. The great thing about being a Friar is that over half of the time, your opponents think you're a caster. Imagine the shocking looks on their faces when they come across you on the battlefield!

When soloing, try to use as many of your style chain tactics as possible. Some of your positional styles will be impossible to use, because you will be facing your opponent at all times. You will also want to make sure your buffs are up and constantly refreshed. You never know when you may bump into an enemy or two!

Group Roles

Once in a group, your role can change in the blink of an eye and you need to be ready. An important function the Friar brings to the group are base buffs and resists. In order to spread your concentration out, you should be aware of what classes benefit the most from which base buffs. Past buffing, the Friar's role varies upon specialization and group make-up. Ideally in battle, a Friar should allow himself to fight, yet keep a constant visual on his Cleric's power and life bars. He should also provide after fight heals in order for the Cleric to regain their power and rest. A good Friar is aware of any deaths in his groups and should try to rebuff bases and resists if possible. While not a main healer, your heals can help turn the tide in a battle, especially if your Cleric is mezzed, stunned, or being attacked. A Friar should stop combat to heal. Friars should never forget this important role! Battle rezzes can also help. Friars are not main tanks, but can provide melee help by

assisting the main tank, using their taunt to interrupt casters or break an opponent's speed. They can also make a good annoyance of themselves by fighting the healers hidden off to the side. Another factor in the group role is the choice of Battlemaster master level path. This provides the Friar with Bodyguard and he can help guard a Cleric or Caster from melee attacks.

Siege Strategy/Keep Defense

A good skill to have is the knowledge of running siege equipment. Rams and trebuchets are important parts of keep sieges and Friars make good candidates to run them, especially with our lack of ranged attacks. Also keeping the guards off your Clerics is a helpful tactic. In a keep defense, your role is somewhat limited. Basically you can provide backup healing and run more siege.

Realm Abilities

Staff/Enhance Friar: A "staff/enhance" Friar is one who has selected to focus most of his specialization points on the staff skills and enhancement spells. This Friar is primarily a fighter, and built for solid combat. The best realm abilities available for this build would be:

- Augmented Dexterity
- Mastery of Pain
- Purge
- Reflex Attack
- Ignore Pain
- Long Wind
- Whirling Staff

Rejuvenation/Enhance Friar: A "rejuvenation/enhance" Friar is one who has chosen to specialize primarily in the Rejuvenation and Enhancement spell lines. This Friar is mostly a support figure for his realm mates. He may choose to take the more magically enhanced realm abilities such as:

- Augmented Acuity
- Wild Healing
- Mastery of Healing
- Mystic Crystal Lore
- Raging Power
- Purge

Healer

The Healer fulfills two primary roles in Midgard: the primary Healer, via the Mending line, and the primary crowd-controller, via the Pacification line. The third line, Augmentation, covers base buffs, haste buffs, self buffs and, perhaps most importantly, the Celerity line.

Preparation for Battle

Creating Useful Macros

The useful macro setups for Healers are resurrection macros and help macros. **/macro /g CASTING PERFECT RECOVERY ON %T** will allow the group to know that you are casting a 100% resurrection spell. **/macro /g %T is attacking me! Get it off!!** will let your group know that someone or something is interfering with you. One other choice for a macro is a mesmerized macro. **/macro /g I AM MEZZED! And my Purge is down!** will let your group know they cannot rely on you until that's fixed.

Armor/Weapon/Item Selection

Concentrate on items that grant healing bonuses, power pool bonuses, and spell haste bonuses. For stats, concern yourself primarily with dexterity, constitution, hit points, and piety. Add items that increase your caps for those stats as well. You should cap as many resists as possible. Physical resists (Slash, Crush, and Thrust) are extremely important. Popular artifacts include the Egg of Youth, Healer's Embrace, Cloudsong Cloaks, Maddening Scalars, Dream Sphere, and Cycloptic Shield.

On the Battlefield

Solo Tactics

A Healer has amazing abilities to crowd-control and heal. An aug-specialized Healer should use self-buffs. A triple-specialized Healer should use a mix of melee, insta-heals and insta-crowd-control to gradually wear down an opponent.

Group Tactics

Against melee-heavy groups, use a lot of crowd control. Use mezzes to keep people out of the fight; stuns to keep people off of your support and casters, and to stop kitters from getting away; and roots to lock down melee fighters who've

managed to purge or cure your mezzes.

You'll have to switch back and forth between healing and crowd-control as needed. Against caster-heavy groups you may want to take a different approach: Area Effect Amnesia. Amnesia will interrupt your target and everything within a 325 unit radius around it.

One of the best ways to prevent yourself from being assisted or interrupted is to find an area where you aren't obvious. Standing behind a tree, next to a rock, or wall while making sure you are still within healing and casting range works well.

Siege Strategy

You will generally try and keep your group healed, while suppressing enemy activity on the walls. Celerity is a great way to increase your melee group mates' damage output on doors and walls; but more importantly, effective use of mezzes, stuns, and amnesia will keep the enemy off of your group mates. Mesmerize NPC guards to keep them out of combat until ranged casters, archers, and shadowblades can eliminate them. Stun enemies who are visible on the wall, to stop them from retreating before they are taken down by your forces. Interrupt casters on the walls by casting amnesia on them.

Remember that group heals and spreadheals ignore line-of-sight, so you can retreat to a safe location within the healing radius of your spells, and keep your group healed.

Keep Defense

Keep defense is different from keep captures, in that you often have a line-of-sight advantage. Use it to your advantage, keeping the enemy suppressed while your damage dealers eliminate them. Many of the same rules apply from the keep-taking section.

Single-target heals should be reserved for times when the fight is well under control, or when only one person is taking damage. A Spreadheal will evaluate every person in the group, and decide who needs the most healing. It will then try to heal that person for the maximum it can, and will try to bring everyone else in the group up to the same percentage. Spreadheals have a high power cost, a 1000 unit radius, and

3.5 second casting time, so use them wisely. The last advantage to using a spreadheal (and also a group heal) is that they ignore line-of-sight.

Realm Abilities

Listed below are some of the relevant RAs for a Healer.

Class-specific

The class-specific realm ability for Healers is Putin's Legacy. It allows the Healer to resurrect himself after he dies, at 10% hit points, power, and endurance.

Activated

- **Mastery of Concentration:** This realm ability is a must for Healers. The first level, costing 5 points, will allow you to cast amnesia, resurrections, and buffs at no penalty while being attacked. It will also allow limited healing and crowd control (at 25% efficiency).
- **Mystic Crystal Lore:** For 5 RA points, you get a 25% power regen that's usable out-of-combat every 3 minutes. This is a pretty good deal, since casting heals and buffs doesn't put you in combat, while using crowd control will.
- **Purge:** Get this as your first RA. It's imperative that you can respond when you are mezzed—either to unmez people, or to heal/crowd-control after the enemy thinks you're incapacitated. Get at least level 2 of this ability.
- **Perfect Recovery:** Perfect Recovery resurrects a target instantly with no resurrection effects. Get at least level 2, if not level 3, which is a 100% resurrection.
- **Divine Intervention:** Level 1 of this ability may be a good choice.

Passive

- **Long Wind:** It's recommended that you put 1 point in this, for Long Wind 1, which will allow you to sprint continuously with yellow endurance regen.
- **Serenity:** Serenity is a great buy, especially at the first level.
- **Avoidance of Magic:** Take AoM as high as you can, as early as you can. It will reduce both magic damage and the timer of mezzes, stuns, roots etc.
- **Wild Healing:** For one RA point, you can gain a 3% chance

to critical your heal, adding a random % amount to the heal. This works with all heals, including spreadheals and instant heals.

- **Mastery of Healing:** This RA grants you a straight percentage increase in healing.
- **Mastery of Focus:** This RA gives you a straight level-increase for all of your spells for resist purposes.

Master Levels

The Healer has 2 choices for Master Level paths: Perfector and Sojourner. The Perfector line gets abilities like an area of effect power regen or health-regen ward, a determination ward, group disease cures, nearsight cures, etc. Sojourner gets Forceful Zephyr. This is the most fun (and most frustrating, if you're on the receiving end of it) master level ability. It creates a cloud that picks up your target and moves it to a ground target you place. While this is happening, the target is considered riding and can't cast, fight, or do anything. At ML 9, Sojourner gets Phase Shift, which is another great ML ability. It allows you to remove yourself from combat for 10 seconds—while you can't cast, fight, etc. you also cannot be damaged.

Hero



The Hero is the primary melee class for the Hibernian realm. The abilities that most players associate with the Hero class are the shape changes in the "Hunt" line. They allow the Hero to morph into the form of a bipedal stag every 30 minutes. This ability gives you about a temporary 30% insta-heal at level 50.

With your shield specialization, you will also get access to an ability called Engage. This allows you to **/face** a single target and block nearly all attacks from him. The amount of attackers a shield can effectively protect you or a guarded target from is determined by the size of the shield.

Preparation for Battle

Creating Useful Macros

Using keybinds, you can now free up many of the hotkey slots that you previously had assigned to functions such as Sprint, Face, Follow, and Stick. Additionally, it is also a good idea to keybind your weapon inventory slots so you can change between one- and two-hand setups quickly. Use: **/qbind [bar#] [slot#]**.

To make sure you are attacking the correct target, make judicious use of the following macro in combat: **/macro assist/assist <name of primary tank>**.

Another macro that will get a lot of use in combat is a Cure Mez macro. Since Crowd Control classes now have a Cure

Mez spell available to them, the faster you make them aware that you are mesmerized, the better.

Armor/Weapon/Item Selection

In RvR, you need to take full advantage of the ability to spellcraft your armor to give your Hero the best chance to excel and survive.

Ideally, your full template will maximize all of your resists at the 26% cap, while also contributing the maximum addition of 75 points per each of your primary statistics of strength, constitution, dexterity and quickness.

Further, you will want to have the maximum bonus skill points to your weapon of choice (plus eleven). Should you decide to incorporate artifacts into your setup, you also have the ability to add a bonus of up to + 10% to melee damage and + 10% to your melee speed.



On the Battlefield

A Primary Tank can be called upon to select the targets from the other group that your party should focus on attacking. This is commonly called being the MA or main assist.

If you are using Celtic Spear or a Large Weapon, it is often a good idea to have a shield and backup weapon in your equipped inventory. This allows you to switch between the two types of weapons.

Legendary weapons can also be effective against targets

that are resistant to melee since their damage is based on a spell effect and not a weapon type.

When charging into battle, stay in attack mode even if you don't yet have a target. Smart enemy players will often try to drag you into the range of their PBAoE casters and heavy damage dealers while you are stuck to them. This is known as kiting. Depending on the composition of the enemy group, you will most likely either choose a healer or a caster as your first target.

Siege Strategies

Keep assaults and defense are all about siege weapons. There are hook points on the keeps and towers that allow you to place various types of siege engines. With your high hit points, your Hero is an excellent choice for operating siege equipment.

For keep assaults, the Hero will once again be in the front line of the battle, attacking either the door or the walls of the defending structure.

Realm Abilities

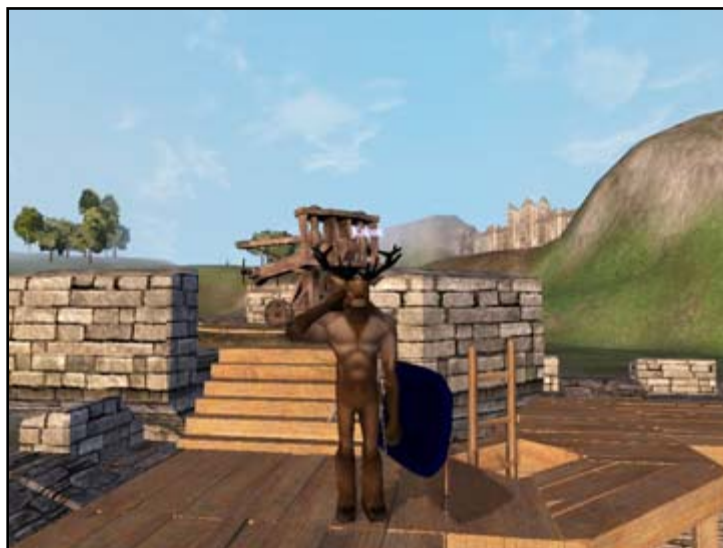
The Hero is automatically granted two passive abilities: Stoicism and Tireless. Stoicism grants an immediate 25% reduction for the duration of all mez, stun, or root effects cast on the Hero. Tireless increases the rate at which you regenerate endurance while in combat.

Another unique ability free to all Heroes that are realm rank five or higher is Tactics. It will increase the ability for all players in your group to evade, block and parry by 10% for 30 seconds.

Primary Tank

For the secondary weapon spec, 18 blades is high enough to give you the Fire Blade style. At 42 shield, you get an anytime shield stun and all the shield abilities, and 35 parry will give you decent defense abilities in PvE.

Purge and Determination are must-have realm abilities. With Determination Three, you get a 10% reduction in the duration of Crowd Control effects, which stacks with the 25% bonus granted from Stoicism. Purge Two is on a 15 minute recharge timer with no casting delay. Avoidance of Magic is another good passive RA that will boost your resistance against magic-based damage types. At level two, you get a five percent increase across the board.



To improve damage, you can boost your overall strength by 12 points with Augmented Strength Two. Combine that with Mastery of Pain Three, which will increase your chances to critical hit by 17%.

Just one point in Long Wind will make a noticeable difference should you need to sprint after a kiting target. Lifter One can help you increase your carrying capacity so you can carry siege equipment.

As a Warlord, you have some nice PBAoE shouts available to you as well as an ability that can increase your speed while using siege weapons.

Defensive Tank

With 50 shield, 50 pierce, and 28 parry, you can most likely take advantage of your parry and block chain reactionary styles, since one-handed pierce weapons swing fast. Toughness Two will increase your hit point cap by 75 points. Purge and Determination are must-haves for any Hero. Soldier's Barricade Two will give your group a 15% reduction against all forms of damage for 30 seconds. Mastery of Blocking Two gives you an additional five percent to chance to block attacks with your shield.

For the Defensive Tank, the Battlemaster Master Level line is a dream come true. It offers two invaluable abilities for the Defensive Tank, Bodyguard and Grapple. Bodyguard will grant your target complete immunity to melee attacks while it is active. Grapple allows you to root a target and take away his ability to use melee attacks.

Hunter



The Hunter is perhaps the most challenging melee oriented class to play in Midgard. Your weapon choices are a combination of range, stealth, and melee. In many ways the Hunter's war is similar to submarine warfare in World War II. Seldom supported by the rest of your fleet, you travel in packs with people of similar skill and ability. Although you're cut off from healing and rezzing, your duty is to stay ahead of the rest of the realm's army, supplying crucial intelligence to the main troops. Wolf packs, such as this, can pick off incoming enemy troops or inflict harassing fire on a large convoy defending a relic carrier. Not unlike the submarines of old, the Hunter may retreat to the defense of a safe haven by using ranged attacks to keep the enemies at bay. All of the Hunter's roles help the realm, such as intelligence gathering, destroying lines of support, or supporting suppression.

Setting Up Your Hotbar For RvR

Your hotbar should be set up so your ranged attack, pet (if they are BC specialized), weapon, and at least one style are readily available. Some Hunters have one hotbar devoted entirely to archery, with just their melee weapon on it so they can pull it out in an emergency. Other Hunters have just the bare minimum archery items on the main hotbar and spread out toggle abilities. It's a matter of personal preference and what feels comfortable for you. The **/quiver** command is also

available for Hunters to manage their arrows more efficiently. You can also access this window by clicking on the styles page and clicking button on the bottom.

An example hotbar set-up might look like the following:

45 Bow, 35 stealth, 32 BC, 39 Spear, Sojourner Master Level Track, Hunter

Hotbar 10	Hotbar 1	Hotbar 2
PBAoE Snare (RR5 ability)	Stealth	Rapidfire
Volley	Crit Shot icon	Call of the Hounds (beastcraft ability to find enemy stealthers)
Bow Icon	Bow Icon	Shades of Mist Icon
Spear Icon	Sureshot Icon (for enemy casters)	AF Buff
Perforate (side style, attack speed debuff)	Insta Pet	Dex/quick buff
Rear Style (melee stun)	Spear Icon	Pet str/con buff
Endurance potion/totem	Engage (anytime taunt)	Marisha's Sharkskin Gloves icon
StealthWounding Thrust (follow to engage)	Unending Breath (group underwater breathing)	Macro (/groundset 1999) use to determine range of enemy without drawing bow
Rear style (melee stun)	Charm Mammal	Macro (/groundset 2300) volley range macro
Runspeed buff	Charm Insect	

Hunters have many abilities associated with their bow and their weapon lines. As a result, you must decide which abilities you will use most often, and which you will use only in certain situations. By placing abilities such as Rapidfire and the RR5 ability, Sureshot, near the top of neighboring pages, you can quickly switch pages and use the ability, then switch back to your primary bar with minimal time lost. Sureshot, which allows an archer to fire even while being nuked by enemy casters, is on the primary bar in the above example because casters do substantially faster damage than most other enemy archetypes.

It is useful to use an assist macro in order to sync your crit shot with another Hunter. A synced crit shot is when two archers fire off a crit shot at the exact same time, at the same target so the arrows are in flight at the same time. This way, one arrow will be absorbed by the target's bladeturn while the second will have its full impact. Against targets with no bubble, this can result in high damage over a short time. To make a macro for this, follow this example: **/macro Sync /assist Opfor**, where Sync is what will show up on the hotbar button and Opfor is your fellow Hunter.

Hunters should use range macros to avoid dstealth before they are ready, while they are trying to line up a shot. A range macro allows the Hunter to send their visible ground target out to some known range, and thus provide them with a visible range marker. For example, a Hunter has a bow range of 2000 units + elevation effect (might be negative) + ToA bonuses. If you create a macro for 1999 units, you can spam that macro until you see your ground target behind your intended target, allowing you to be at max range before letting your arrows fly. You can also use this for Volley, which has a range of 2300. An example of a range macro is as follows: **/macro Volley /groundset 2300**, where volley is the name of the macro and groundset 2300 is the action.

Armor/Weapon/Item Selection

Hunters wear studded armor and can choose between spear or sword specialization, and also carry a bow. The bow specializations are the primary reason to make a Hunter, because the rest of the aspects of a Hunter do not truly befit a melee class. Hunters can choose between sword specialization and spear specialization, but should consider that Sword weapon skill is determined by strength alone, and Hunters gain dexterity, not strength, as they level. Spear weapon skill (which determines chance to hit and how hard you hit) is based 50% on strength and 50% dexterity.

You should put high-value reactive procs on your armor, with a concentration on heal procs, as the ablative procs do not stack efficiently with the Shades of Mist Cloak. So, instead of a more ablative-centered suit of armor, you should choose a heal reactive suit with a few reactive damage spells as well. The following is an example of an armor setup:

Armor Piece	Effect
Chest	Heal reactive proc
Legs	Ablative proc
Sleeves	Heal proc
Helm	DoT proc
Gloves	DD proc
Boots	DD proc (or str/con proc from ToA)

On the Battlefield

Solo Tactics

There are two keys to being a successful solo Hunter: position and an escape route. If you stand inside a bush or behind a tree in an elevated position you can fire down on an enemy at longer range with less chance of detection. The keystone of a good position is a solid line of retreat. The majority of the time, staying in the same location over multiple kills will only result in death. Much like the covert action sniper of modern armies, it is important to relocate after a kill shot to avoid the enemy from converging on your firing position and trapping you.

Good spots for a solo Hunter include choke points or commonly traveled routes, bridges, keeps and outposts, and the areas around the transportation drop off and pick up locations. Bridges provide an excellent range option that allows you to engage targets at a substantial range advantage. Bridges also give you a time advantage as the enemy runs up the stairs. In fact, the top of the bridges offers an excellent firing position because you can melee enemy players coming up the ladder, and in many cases you get off a melee stun while the enemy is stuck on the ladder. In the event the bridge becomes overrun, the Hunter can always jump off into the water, submerge, and attempt to escape into the depths.

Group Role

For a Hunter, a group can be one of two types; a stealth group or a standard group. Tactics for the two are quite different in many cases.

For a stealth group, you should place yourself in a position that gives you an unrestricted field of fire over the areas in which your grouped Shadowblades plan to operate. This allows you to provide covering fire down as they your Shadowblade group mates attempt to assassinate people. Should the Shadowblade end up in an unfair fight, the Hunter can tilt the fight back in his favor by dispensing pain from

range. Also, you can use your pets to track down enemy stealthers or tie up enemy casters by interrupting them.

For a non-melee group, the job of a Hunter is somewhat different. They can best support their group mates by staying back next to the support classes and firing off arrows or pets into the enemy support classes to make it hard for them to function the battle.

Finally, Hunters, if they have a high enough level in beastcraft (30), have the ability to track down enemy stealthers by using the call of the hounds on a downed realm mate. This sends out small dogs that will track down enemy stealthers and yap at them until players come up and attack.

Siege Strategy and Keep Defense



In keep warfare, remember that elevation is key. The higher up above your enemies you are, the greater the range disparity between the two of you is. The higher up in elevation you are, the easier it is to escape line of sight. Clearly, the elevation advantage will be to the defender more often than not.

Once you've found the spot on the keep from which you wish to fight, there are two things to remember. First, if you shoot everyone one time, you will end up with more realm points in the end than if you just shoot the same person over and over again. The second thing to remember is to pick a spot next to a hookpoint so you can buy an NPC healer. This will save you in the event you are out of heal range from your healer.

The keep-defending Hunter should also use his Volley skill, an ability earned automatically at bow spec 40, 45, and 50. Volley allows the Hunter to apply indirect, unaimed fire on the

enemy. This means that if the Hunter is low on health, they can stand back and volley and still contribute to the defense.

On keep offense, the task of the Hunter is a more complex. You will frequently need to roam along the siege front contributing suppressive fire in the form of volley on portions of the keep walls that have too many enemies present or an excess of guard NPCs. You may also choose to volley into the courtyard using ground targets set by friendly Shadowblades who have climbed the walls to scout out the enemy. In other cases, you will need to sneak to a forward position with the intent of waiting stealthed for enemy casters and archers to show themselves as they attack the siege force. This assignment is a dangerous one and often leads to death.

Once the outer wall is compromised, the Hunter's job becomes easier. You can now use the outer walls and towers to direct fire into the central keep structure, shoot at people in windows, harass enemies on the rooftop who are manning the boiling oil, operating the siege, or assisting the NPC guards who are casting into the courtyard. Here volley becomes less useful, as the arrows cannot hit people who are protected by a roof.

Realm Abilities

Hunters have three things they need to concentrate on with their realm ability selection. You must try to boost your bow damage and your melee weapon damage, but still obtain passive defense or active RAs. At realm rank five, Hunters gain access to Entwining Spikes, a point blank area of effect unbreakable snare.

To increase bow damage, a Hunter should concentrate on Augment Dexterity and Falcon's Eye. Augment Dexterity increases the maximum weapon skill possible. Falcon's Eye increases the chance to critical hit with a regular, non-crit shot arrow.

To increase melee damage, you should concentrate on Mastery of Pain and Augment Statistic. If you are spear specialized, you should get augment dexterity and augment strength, which will have the greatest impact on weapon skill and aid the Hunter in carrying more arrows.

You should choose your RAs based on your intended fighting strategy. If you plan to fight outside a keep, then Mastery of Stealth will allow you greater speed while stealthed and provide a bare minimum warning before assassin strikes.

Infiltrator

–Face (David Francis)

This guide is intended as a general guide for the new level 50 Infiltrator. It is not an Advanced Strategy Guide. Instead, it focuses on strong foundational techniques required to build your own tailored advanced strategies

Traditionally, there have been three types of Infiltrators with variations of all spec lines. However, the three generic spec lines are outlined below.

There are numerous character builder applications on the web that can be used to play with possible character builds. A good Infiltrator will not just choose a "cookie cutter" template, but will understand the way each skill affects the others and how those skills will fit into the individual player's play style.

Specialization Tips

- Each Point of Critical Strike will increase your maximum Perforate Artery by 9 points.
- Each point of Dual Wield will increase your chance to swing with your off hand by .5%.
- Your weapon skill determines chance to hit and factors into your overall dps by giving more consistent damage.
- Unless planning to respec early on, most Infiltrators plan their first level 50 template around Realm rank 5 or 6. This means an early sacrifice of not using Lifebane or having 50 stealth while working up.

Classic Infiltrator Thrust Specialization

This is the more traditional specialization line for the Infiltrator class. This style line is more finesse and reactionary, with less front-load any time damage. This specialization line takes advantage of the Dexterity increases the class gets as a result of leveling to 50 and results in a higher weapon skill than a slash Infiltrator. Thrust weapon skill is determined equally by dexterity and strength.

Thrust: 50—specialized high for weapon skill and the controversial and notorious Dragonfang—reactionary evade style that includes a 5 second stun

Critical Strike: 39-50—39 gives the critical strike style stunning stab. Some players take this skill line all the way to 50, though most stop at 39 or 44.

Stealth: 29-35—dependent on Realm Rank, goal of having 50 stealth after bonus to stealth skill

Envenom: 29-35—dependent on Realm Rank, goal of having 50 stealth after bonus to stealth skill

Dual Wield: 20-30—all remaining points are usually dropped here after the requirements above are met

Slash Infiltrator Specialization

This specialization line is similar to that of the thrust Infiltrator in terms of play style. However, the trade off is that the slash Infiltrator trades weapon skill that is based on both strength and dexterity to one that is determined by strength alone. This means that the strength/constitution debuffs hit the slash Infiltrator more harshly than that of the thrust Infiltrator. This sacrifice is made in favor of the nice any time styles granted through the slash line—namely Amethyst Slash and Diamond Slash. Additionally, the slash weapon damage is more effective against Midgard leather armor.

Slash: 50—specialized high for weapon skill, but also for the follow-up to Amethyst Slash—Diamond Slash.

Critical Strike: 39-50—see thrust comments for this skill line

Stealth: 29-36—see thrust comments for this skill line

Envenom: 29-35—see thrust comments for this skill line

Dual Wield: 20-30—see thrust comments for this skill line

Mercfiltrator (Mercenary/Infiltrator) Specialization

This specialization line is the most radically different of the three common Infiltrators, however more and more Infiltrators are training in this fashion. This type of Infiltrator usually maintains a Natural 50 in their chosen weapon skill. They also choose to lower their Critical Strike, and sometimes, Stealth and Envenom lines in favor of a high Dual Wield. Not only will the Infiltrator swing frequently with the off hand, but a natural 50 in Dual Wield also grants the front positional style Dual Shadows.

Preparation for Battle

Setting Up Your Hotbar For RvR

The hotbar set up impacts the player's ability to utilize the character's skill in battle. It is not enough to simply have the right specializations. Infiltrators and Assassins must be able to navigate the Hotbar and adapt on the fly more than any other class. Clumsy navigation usually results in death. While you have the luxury of stealth, you have to be able to make split second transitions and attacks—especially when fighting other assassins. Reaction time is critical. It is important that you find a comfortable means to navigate and execute your skills and styles seamlessly.

Keyboard Configuration

You must have easy access to your nearest enemy button and be able to use it in a split second while simultaneously following-up with your Critical Strike attacks. If an enemy assassin approaches you in stealth, you will have only a split second to react. Fumbling with the mouse or hand positioning on your keyboard will mean death against a good assassin. Personally, I map my nearest enemy button to the [e] key. That way I can constantly use the button with my index finger, while my ring finger is rested on the [1] key where the Perforate Artery style sits.

Get comfortable switching quickly between multiple Hotbar configurations. You can switch quickly if you hold the shift key while hitting your [1], [2], [3], etc. keys.

Create hotbars for the following situations and be able to adapt quickly as each situation changes. A planned Perforate Artery attack might quickly require an adjustment to Backstab. New key map features that have been added since game release are also available for consideration. I'm stuck in my ways and my key maps are not instinctual, so any change to them destroys my timing. Your hotbar will change based on the spec line that you choose. I am specialized as a traditional thrust Infiltrator at RR9. Try to be consistent:

Example: My stealth button appears on each of my bars on the seven key. As time goes on your hotbar will become second nature and you will find that you rarely look at your keyboard.

* The following are only samples of what I use. These seem to work well for me and perhaps for you as a baseline or a place from which to start configuring. I encourage you to customize for your personal comfort.

Perforate Artery Page and Standard Default Hotbar ([Shift]+[1])

- [1] Perforate Artery
- [2] Stick
- [3] Creeping Death
- [4] Stunning Stab
- [5] Garrote
- [6] Achilles Heal
- [7] Stealth
- [8] Dragonfang
- [9] Hamstring
- [0] Leaper

Backstab II ([Shift]+[2])

- [1] Backstab 2
- [2] Stick
- [3] Thigh Cut
- [4] Pierce
- [5] Garrote
- [6] Achilles Heal
- [7] Stealth
- [8] Dragonfang
- [9] Hamstring
- [0] Leaper

Misc. Tab / RA tab ([Shift]+[3])

- [1] Perforate Artery
- [2] Stick
- [3] Creeping Death
- [4] Stunning Stab
- [5] Garrote
- [6] Achilles Heal
- [7] Stealth
- [8] Sprint
- [9] Purge
- [0] Vanish

Weapon Change Page ([Shift]+[4])

- [1] Xbow
- [2] Right Hand
- [3] Left Hand
- [4] Back Weapon Slot
- [5] Garrote
- [6] Achilles Heal
- [7] Stealth
- [8] Dragonfang
- [9] Hamstring
- [0] Leaper

Item Activation Page (Shift)+[5]

Use this page to put any bounty stones or alchemy potions on your hotbar. Keep a supply of End stones, End potions, and Heal potions here, as well. Also put any other charged items that you will be using on this page.

Armor/Weapons/Items Equipment

Today's Assassin requires a bit more time to equip than before. With the release of *Trials of Atlantis*, the Infiltrator needs to consider key additions to the equipment template in order to remain competitive. Generally, you should do your best to find some items that will augment your style damage, melee damage, and melee speed. Additionally, most Infiltrators and your opponents will also have items that add to Hits Cap, Constitution Cap, and other statistic caps. There are some relatively easy quests and items that drop on Master Level encounters which will enhance your equipment template nicely.

Lastly, consider adding legendary weapons into your template. Heat weapons are effective against enemy leather and have become common additions to Assassin templates. However, you must also balance that with traditional damage type weapons for opponents not vulnerable to your specific elemental damage weapon(s).

You do not have to go overboard on artifacts. Find a nice balance of player crafted/spell crafted items, and use artifacts to enhance that template so you don't have to make too many sacrifices to your overall set up. Consider using these artifacts:

- Malice Axe
- Battler
- Golden Spear
- Crocodile Tooth Dagger
- Shades of Mist
- Golden Scarab Vest
- Guard of Valor
- Belt of the Sun
- Ring of Shades

On the Battlefield

A smart Infiltrator will find a strong balance of aggressiveness and patience. Realm Points are of course fun, but learning to enjoy the sneaky part of your game and the patient stalking of

your prey will pay off. Additionally, you must learn the appropriate strategies against your different opponents. Learn the enemy classes. Learn when to apply disease versus debuff poisons. Know when to strafe to force evades for your reactionary combos and when to go with toe-to-toe fighting. Learn who your soft targets are by name in the enemy realm and their classes so you can understand and gauge the odds when engaging while outnumbered. Be aware of your environment and learn the general movement routines of your enemy realms. Each suggestion I've provided here by themselves will not necessarily make your break your character's effectiveness in battle. However, it is the sum of all of these suggestions and the sum of your own techniques that will determine your overall effectiveness.

Weapon Selection

This of course goes beyond that of Slash vs. Thrust or Elemental (Legendary) vs. Traditional. You need to experiment and know when to switch weapons based on target and when to switch to reapply poisons. You must be able to switch seamlessly on the fly while fighting. If you refer back to the weapon selection hotbar above, you will see that some styles are listed on the same page. You can change weapons while in combat seamlessly by simply clicking on the alternate weapon, then hitting your style button.

Intelligence

This is a quick note in regard to intelligence. Nothing is more annoying than reading in chat group—"Mids at <insert location>." This does little to assist your realm. When giving Intelligence, always state the following:

- Realm
- Numbers
- What the general location is (Or as exact as you can give)

If you are unable to provide this information, you might as well have said nothing at all.

Example: 2 FG (full groups) of Mids heading south of <insert location>.

With the new /realmwar map system and teleportation abilities, this role will alter. However, as supply lines are cut, this role for the Assassins will not disappear.

Ambush Combat

Ambush is probably what most people think of when they think of Assassin combat. However, the difference between simply becoming an annoyance along a well traveled path or an effective disruption of enemy movements requires more thought than just repeatedly going to the same areas. Know the enemy realm lay out. Know what the current hot targets are and keep apprised of the enemy movements. Balance that with providing effective intelligence to your realm in the chat groups and battle groups. This role will change in *New Frontiers* with the teleportation systems. However, as supply lines are cut this can still be an effective part of the game, especially as the realms become more dependent on portal transportation.

The most important element to a sustained ambush effort is movement. Do not sit in one spot and hit over and over. Hit and move, and know where you will move to next. If you are with others, know your rendezvous points ahead of time. Use **/groundset** to mark positions and to coordinate locations on where to meet and move to next. If done correctly, you can master an ambush area indefinitely.

Keep/Siege Warfare

Keep warfare has changed dramatically since game release. New obstacles, such as added stealth detection abilities and stealth detection NPCs, certainly provide new challenges. However, the job is still important, especially with new courtyard battles inside the keeps while the center tower is under siege. Effective assassins can give the enemy pause and make them think before moving freely inside the keep walls.

1. If you're defending a center tower while a prescience node is up, you can watch for soft targets on the ground while observing from a balcony. Time your attacks, drop down, and take down soft targets. this technique usually succeeds because your opponent is not looking for you to jump down in front of them. They feel safe with the PN up and do not move as often as they might had the PN not been up. In this circumstance the PN works to your advantage.
2. Coordinate ambush attacks on those that stray a bit too far from their friends during the siege. This works exceptionally well with an Archer as a partner. After the two of you drop your target, your partner can watch your back while you get a few steps in escape. The archer can lay down some covering fire while you pull any enemies that might be in chase further away from the main force.

Many times only two or three may follow. If this is the case, they might give pause as they see your partner covering your back. If the chase persists, your archer can buy you the time you need to recover, grab some distance, and reengage. This is risky, but pays off when you have worked with the same partner over and over.

3. Use the doors in the keeps to your advantage while defending. Hit and recover inside.
4. If you're part of a siege force assaulting a keep, coordinate your attacks with a partner or small group that you trust and who will watch your back. With the addition of stealth detection NPCs, you may have to take a trial run up the keep walls to pull down any stealth detection NPCs. Once you've killed those NPCs, you have time to move freely on the walls without NPC interference.
5. Disease is an important element of siege combat for assassins as it hinders heal spells. Learn to attack your opponent with your DoTs/debuffs. Be able to switch weapons in combat to apply disease so that if they catch a heal while you're bringing them down, you will still have the dps to finish the job.
6. Know when to retreat. Do not force your attacks. Be confident enough to engage on the walls, and be confident in your DPS so you know you can drop your opponent and escape. Do not force your attack and engage recklessly. Be smart and patient. Use Vanish as a last resort and not as a crutch. You should be able to kill and escape without it if you're smart.

Realm Abilities

The below list includes common Infiltrator Realm Abilities:

- Augmented Strength
- Augmented Dexterity
- Toughness
- Avoidance of Magic
- Mastery of Pain
- Mastery of Stealth
- Purge
- Viper
- Vanish

Mentalist

–Roadworks (Lisa Forsyth)

The Mentalist has a couple of roles within Hibernia. This cloth-wearing caster can be a total support with minimal damage role or a destructive fighter with several tools at hand.

Because the Mentalist is a formidable class, they have to be very mindful of where they are within a battle or they will find themselves targeted and dead first. They also have to work very closely with the other group members to ensure that the battle they find themselves in goes according to plan.

There are 3 lines from which to choose when making a Mentalist. It is often suggested to focus on your main ability first and use your secondary line as a backup.

Mana Mentalist is primarily a support role with minimal damage due to the nature of the game today. If focused in this line, you become your fellow caster's best friend supplying them with power regen, as well as a HoT (heal over time) spell that will support your healers. The main damage in this line comes from AoE (area of effect) DoT's (Damage over time)—a poison that ticks damage. The DoT's are extremely effective in holding enemies in a keep at bay.

Light Mentalist is the damage line, offering little or no support for your fellow realm mates. Your job is to kill. Having a single target DD (direct damage) and an AoE DD makes you extremely effective in killing your enemies, both on open field and in keep battles. Also included in this specialization is the ability to charm a companion, a pet, to assist you on the battlefield.

Mentalism Mentalist is a very nice example of a support role. With the ability to single target mez the enemy and unmez and heal your group mates, this specialization can be a welcome addition to any RvR group.

Preparation for Battle

Setting Up Your Hotbar for RvR

Depending on how far you have progressed in the game, a Mentalist will use anywhere between 2 and 4 main bars for RvR. One primarily for self shields and self buffing, a main attack hotbar and another for secondary attacks or group support spells and a fourth for ML abilities/ artifacts.

An example of a hotbar for a light Mentalist is as follows.

Attack Hotbar

- 1 Main Assist macro for target selection
- 2 Quickcast
- 3 Stun
- 4 Primary DD attack
- 5 Secondary DD attack
- 6 Single target DoT
- 7 Pet charm
- 8 AoE attack
- 9 Realm Ability(MCL or Raging Power)
- 0 Power pot

Buff Hotbar

- 1 Barrier of Power self buff
- 2 Barrier of Negation self buff
- 3 Supreme Powerguard self buff
- 4 Power Regen buff
- 5 Artifact
- 6 Artifact
- 7 Artifact
- 8 Macro /use2 for artifacts

ML/Realm Ability Hotbar

- 1 Mystic Crystal Lore
- 2 Raging Power
- 3 Purge
- 4 Negative Maelstrom
- 5 Selective Blindness

The RA and the ML ability hotbars are dependant on how far advanced your character is within the game. Not all people will choose the same RA's. You should experiment with what set up works for you in a given situation.

Creating Useful Macros

Casters don't usually need a lot of macros. There is only one that is extremely important, and that is assist. This macro can be set up manually each time a new tank assist is assigned, or you can create a macro to generate the MA macro:

/macro SetMA /macro MA /assist %t

This creates a macro icon for **/macro MA /assist [name of person currently targeted]**

The MA macro can be placed on the main hotbar for use in selecting the same target as your primary group's tank

Armor/Weapon/Item Selection

Mentalists, like all casters, are restricted to cloth armor and staffs. As a caster you will want to choose the armor and staffs that benefit most to your line of attack. Primary stats are dexterity, acuity/intelligence, and constitution. When choosing your pieces of armor, be sure to concentrate on these stats first.

Resist capping is essential to our well being. When putting together your suit, be sure to concentrate on resists. If possible max both melee and magical resists.

A lot of items can be found to suit Mentalists on the market explorer in the housing zone, while other items can be found randomly dropping off mobs. There are also artifacts that will help you get the most out of your character. Some examples of these are as follows:

Traldor's Oracle
Staff of the Gods
Taratos Gift
Nailah's Robes
Cloudsong
Crown of Zahur
Belt of the Moon
Tablet of Atlantis

Everything you do is dependant upon your power bar, so keep a fair amount of power potions in your inventory as well as a couple of end potions to help with kiting on the field.

On the Battlefield

Always remember to keep your self buffs up! The buffs you should be getting from your group naturalists include the following:

Base buffs: Dex, and con

Spec buffs: Acuity, dex/quick and strength/con

Solo Tactics

While a Mentalist should not find themselves in a solo situation at all, there are a few tools at our disposal to make fleeing a bit easier. This is dependant of course, on the enemy you face. If you are head to head with another caster, the battle is pretty much determined by who gets the first cast off. Quick cast stun is your friend. Once you have your enemy stunned or otherwise stopped in his tracks, you can then make the decision to fight or flee. Take time to remember that range plays an important part in caster survival and you should use it to its benefit.

Light Mentalists have an advantage over the other Mentalists because they can charm pets and therefore have a companion to help them in battle.

Group Role

Mentalists in all their forms are an excellent class to have within a group. They can back up heal, back up mez, unmez their comrades, and dish out the damage. It is all determined by the specialization one chooses. They, as are all casters, are dependant on their group members to help them stay alive. The ability to know when to use certain spells at your disposal is something that each will learn as they play the class. Light Mentalists have an AoE DD available to them, and Mana Mentalists have an AoE DoT available. Both of these, for example, need to be used with caution when working with a mezzier in your group.

Siege Strategy and Keep Defense

Mana Mentalists shine here. With AoE DoT they can turn the course of battles with the massive interrupts they deal to the enemy's casters and healers. The tactic here is a hit fast and hide fast when attempting this from the wall. Get your enemy pre targeted, quick cast your AoE and duck back out of view. It's always best to warn your local healer that you are pulling this tactic. It will ensure your survival if your group knows how you intend on playing.

Light Mentalists with their AoE DD can help keep enemies at bay and work with other members of their group to dish out the most damage as possible, as well as helping to interrupt the enemy. Enemy doors or fonts are a good way to get a stable AoE target.

Awareness of the line of sight and how to use it to the best of your ability is very important to learn. Listening to your group mates about when to not use AoE and when to revert to using single target damage attacks is of up most importance.

Realm Abilities

Tips on choosing helpful Realm Abilities

There are a number of RA's available for Mentalists. Mentalists benefit from RA's that will help their casting speed, their power pool, and their overall survival out on the field. Some of the more popular ones that Mentalists have the option to choose from are:

- Augmented Dexterity—Increases dex by a listed amount per level.
- Augmented Acuity—Increases primary casting stat by a listed amount per level.
- Wild Power—Increases chance to deal a critical hit with spells that do damage by listed percentage.
- Mastery of Magery—Additional effectiveness of magical damage.
- Serenity—Increases amount of power regenerated per tick.
- Mystic Crystal Lore—Grants a refresh of power based on the level of this ability. Not usable in combat.
- Raging Power—Grants a refresh of power based on the level of this ability. Usable in combat.
- Purge—Removes all negative effects, but leaves any applicable immunity timers in place.
- Physical Defense—Reduces all physical damage taken.
- Negative Maelstrom—6 Tick AoE DoT with a 350 radius.
- Class unique Realm ability given to all at RR5:
- Selective Blindness—When cast on an enemy player or pet this debuff will prevent that player or pet from being able to attack the Mentalist for 20 seconds.

Mercenary

–Kiamar (Gilles Gagnon)

The Mercenary is mainly an offense-oriented melee class with some secondary defensive abilities. The dual wield line grants the class good side and front positional styles to deal strong and fast damage. Access to chain mail armor and being on the “tank” hitpoint table also means that the Mercenary will be more resilient than nearly all the other classes in Albion.

Preparation for Battle

Setting Up Your Hotbar For RvR

Each player decides what realm abilities and skill specialization is placed on their hotbar for Mercenaries. Typically, the hotbar should have about three to five slots reserved for active realm abilities such as Purge, Ignore Pain, Charge, Blinding Dust, and Empty Mind. One slot should also be reserved for Flurry, while the rest are used for combat styles, macros, charged items, potions, and other abilities. More skilled Mercenaries will set up multiple hotbar tables for different situations. For example, a Mercenary in a situation where a stun would be useful would use Reflection and Hypnotic Darkness with an anytime style or Dual Shadows as a back up. A more general RvR template would consist of switching the parry/stun styles for the heavy damaging side chain, Flank and Shadow’s Rain.

Keyboard Configuration

A favored keyboard configuration includes the use of [W] for forward, [S] for backward, [A] for turning left, [D] for turning right, [Q] for strafe left, and [E] for strafe right. From this basic set up, the [Z], [X], [C], [F], [R], and [V] keys are close at hand to be utilized by your index and ring finger while the [Spacebar] and [Alt] key can be used by your thumb. These keys should have important commands attached to them such as /face, /stick, Sprint, attack, and quick binds of macros or other items on your hotbar.

Creating Useful Macros

There are a few useful macro setups that can be placed on your hotbar with the option of binding them to a key. The /use and /use2 (for Artifacts) commands are recommended since the player may need to quickly use a potion, bounty

stone, or charged item during combat. Skilled Mercenaries use such macros to quickly activate important abilities such as Endurance Heal, Endurance Regeneration, Haste, Heal, and/or a special Artifact ability. The /assist <player> macro is essential in situations where the Mercenary’s role is assisting a group member. An enter/exit macro is also suggested to allow the player to quickly teleport in and out of a keep.

Armor/Weapon/Item Selection

Once a Mercenary reaches level 50, the player should create a template of dropped items and spell crafted items to maximize important resists and attributes. For spell crafted gear, players should seek an Armor Factor of 102 chain, that’s at least 99% quality (it is preferable to acquire masterpiece armor due to the higher utility for spell crafting). Mercenaries should also take advantage of the melee haste items and slow-speed weapons in Atlantis. A common tactic to maximize baseline damage for melee characters is to equip the slowest weapons possible, offsetting the slow swing speed with high quickness, melee haste and castable/charged haste. Certain drops in ToA are also useful since they can raise stat caps or have unique abilities. It is highly recommended to increase the maximum strength cap by up to the 26 point cap and reach the 10% melee haste cap. The Battler tends to drop good chain sleeves, Chimera can drop a nice Hauberk, and Phoenix drops really nice Chain Leggings. In addition, artifacts such as Eirene’s Hauberk, Battler, Bruiser, Malice’s Axe, Spear of Kings, and Crocodile Tooth Dagger tend to be favored by Mercenaries. Jewelry from high-level quests and epic monsters make the final additions that help maximize the stats on a Mercenary.

On the Battlefield

Solo Tactics

If soloing, rely more on the parry/stun styles and Blinding Dust against assassins or solo melee enemies. Use Charge to close the distance against ranged foes.

Group Role

NOTE

This is not related to siege warfare.

This class is the ideal choice as main assist for other melee classes, since the Mercenary has abilities that help reach targets quickly, interrupt casting, and break through the defenses of enemy players. Innate abilities such as Prevent Flight and having a high chance at swinging the offhand weapon help Mercenaries break through Bladeturn spells and keep targets from fleeing while Flurry can aid with interrupting spell casting. Stoicism and the Charge and Purge realm abilities can further aid Mercenaries in quickly overcoming crowd control spells to reach enemy targets. If not chosen as main assist, Mercenaries should then assist a designated group mate to stack damage. In regards to defensive roles, Mercenaries can use Intercept to take the damage from an attack and Prevent Flight to aid group mates in kiting. The Mercenary who specializes in Shield can also use Guard on support classes. Master abilities of either Banelord or Battlemaster can further augment the capability of the Mercenary in their chosen role.

Siege Strategy and Keep Defense

Mercenaries should learn to utilize siege equipment for both keep offenses and defenses. If not operating any siege equipment, a Mercenary can try helping with attacking doors. They can hug the walls to keep out of Line of Sight during an attack. In a defense, a Mercenary should remain out of Line of Sight and either help defend key casters or hold positions near the keep door or breached wall.

In open field battles, it is important that the Mercenary be aware of the enemy number and positions. You should also be conscious and keep track of any damage you receive, along with the health of group mates and the source of the attacks (use the group mini tab). The Mercenary should try to reach enemy support targets to deal damage. However, knowing the capabilities of your group mates in regards to keeping you

alive and supporting your assault along with the situation with your opponents is the key strategy to effective melee combat. Never allow yourself to be kited out of support range from the main group. It is also extremely important that the player does not charge recklessly and be prepared to withdraw or switch targets.

As the main assist, it is essential that the Mercenary doesn't just target the nearest enemy, but instead takes the time to select key support targets. Bards and Shamans are the highest priority targets, followed by the main healing classes and cloth casters. If assisting another, don't peel off after the first kill. Constantly **/stick** to the main assist and either use **/assist** or manually target the main assist's enemy.

Realm Abilities

All Mercenaries should gain at least level two in Purge and level one in Charge as soon as possible. These two abilities are extremely essential to help overcome crowd control and reach melee range with enemies. There are also a number of useful defensive realm abilities, but the more favored ones involve obtaining high levels in Avoidance of Magic and/or Ignore Pain. Favored offensive abilities include Augmented Strength and Mastery of Pain to boost damage and increase the chance for a critical hit.

Minstrel

–Kallisti (Andrew Prentis)



Minstrels are Albion's primary speed class, secondary mesmerizer, and stealth support.

Preparation for Battle

Setting Up Your Hotbar For RvR

You should have your left weapon, two handed (2H), and ranged slots mapped to your keyboard. These will act as weapon, drum, and flute/lute keys. You no longer need these lots mapped to the hotbar.

Your first hotbar should contain your most commonly used offensive tools. These include the direct damage (DD) shouts, stun mesmerize, and most importantly de-mesmerize. You may also wish to put Speed of Sound (SoS) or Ignore Pain (IP) here; arguably two of the most important RAs for Minstrels. Other RAs and abilities, such as Purge can be mapped to keys using **/qbind**. You can also map Speed Song to **[F1]**, Charm to **[F2]**, Stealth to **[F3]**, and Purge to **[F4]**.

If you use a master assist, it may be a good idea to assign this to a key too.

One trick to creating easy assist macros is to set up this macro: **/macro makea /macro assist /assist %t**. Pressing this macro will automatically create an assist macro for the person you have currently targeted.

Armor/Weapon/Item Selection

One of the big issues we face as Minstrels is that we are constantly swapping between weapons, drum, flute, and lute; which can change your item bonuses. It is always best to try to duplicate the relevant bonuses on the various equipment. For example, have a plus slash or thrust on the weapon/shield instead of on your armour, as you would not need those bonuses while using an instrument.

Things that give plus instruments are useful if you plan on using charmed pets. It also increases the damage of the DD shouts marginally.

On the Battlefield

Solo Tactics

Minstrels have two very useful abilities to allow them to work solo: stealth and pet charming. These two abilities, however, are mutually exclusive. You can not stealth with a charmed pet.

The Minstrel charm is unusual in that it will allow you to charm monsters significantly above your level, although they will be hard to keep charmed. With the merging of the three frontier areas into one contiguous area, this gives Minstrels plenty of scope for pets:

- Frost Stallions from Midgard
- Mindworms from Hibernia
- Hoary Worms from Albion
- Ellyl guards, windwalkers or sages from Albion
- Various Isolationists from Albion

There are lots to choose from, each with its own pros and cons.

Group Role

In a group, one of the most important Minstrel roles is as the provider of top-level speed, speed five. The transportation changes introduced in *Frontiers* have diminished the necessity for speed five a little, but it is still a vital tool in a group's armoury.

In combat, a Minstrel's role is many-fold:

- Demezz
- Mezz enemy
- Interrupt enemy casters with DD, stun, mez, confuse, item procs
- Ablative shield
- Melee, either as part of the assist train or as part of the interrupt function above.

Siege Strategy

Minstrels with the Warlord Master Level ability should be operating siege equipment. They can operate it 30% faster than anyone else.

Minstrels are the only non-assassin class to have climb-walls, so using this and stealth will allow them to interfere with keep defenders, either siege weapon operators, or other defenders. Working alongside infiltrators, Minstrels can mezz/stun enemies for the infiltrators to kill quickly. Minstrels with Ameliorating Melodies RA can help keep their infiltrator group-mates alive inside a keep.

Keep Defense

Minstrels with the Warlord Master Level ability should be operating siege equipment. They can operate it 30% faster than anyone else.

The defensive role of the Minstrels in Keep Defense is that of mesmerising the enemy. Ablative chant is useful for defenders on the walls and siege equipment, who are likely to take non-magical damage.

Anti-Mez support: de-mesmerising your allies can often turn the tide of a battle your way. Don't just Demez your own group, but watch for other mezzed people and Demez them also.

Remember in *Frontiers*, it's not just about personal victory. If you successfully defend a keep you get realm point rewards. It is no longer about how many enemies you kill; it's about winning the fight with your colleagues and earning the reward.

Realm Abilities

Speed of Sound (SoS) is still one of the most important RA for Minstrels to have. This is a group speed increase ability.

Purge in combination with Demez is one of the most valuable tools available. Purge removes all negative effects.

Ameliorating Melodies will be important if you are a group Minstrel, especially if you specialize in stealth groups. Even though it will not heal you, it may keep your group alive and be of overall benefit.

Mastery of Stealth will help the stealth performance of Minstrels.

Wild Minion will be of benefit to pet charming Minstrels as it increase the chance of the pet to do a critical hit.

Mastery of Pain, Mastery of Magery, and Wild Power will help by increasing a Minstrels overall damage output.

Avoidance of Magic and The Empty Mind will help them survive better against offensive magic.

With the increased reliance upon siege warfare, the Lifter RA, is useful giving the character the ability to carry more siege materials and may affect the outcome of longer battles.

The Realm Rank Five RA given to Minstrels is Calming Notes: It is an Insta-cast spell that mesmerizes all enemy pets within 1000 radius for 30 seconds. This ability is very useful in situations where there are many enemy pets. The area effect of this RA is huge—a circle 2000 units across! That should encompass the whole battlefield. This RA will affect all pets that can be mesmerized.



Necromancer

–Odoggcromancer (David Brox) & Hamunaptra (Danny Mitchell)

The Necromancer is one of Albion's most common PvE classes, but is often overlooked or put aside for RvR activities. This is unfortunate because although the Necromancer can be less forgiving and sometimes more challenging to play in RvR, it has a tremendous amount of potential and capabilities. In order to be effective in RvR combat, a Necromancer must pay close attention to its pet as well as understand how to respond to specific types of threats such as melee versus caster class enemies.

There are three main focus paths from which Necromancers can choose. Like most caster classes, Necromancers will normally focus almost exclusively on their primary path and only put a little bit of focus into a secondary skill. The specific abilities of each path determine how the Necromancer is most useful in combat.

Death Sight is often the most popular specialization for Necromancers. Death Sight offers a good balance of abilities to compete with both melee and caster type enemies. With ranged armor factor debuff, ranged power drain, and a ranged life tap as single target attacks, the Necromancer can stand behind the front lines of a battle and play as a caster against enemy fighters and casters. With the high absorption buffs, a strong pet, and short ranged instant life taps the Necromancer can also be very vicious in close combat with enemy fighters and casters.

Painworking is focused more on area of effect type attacks. The AoE abilities of a painworking Necromancer can be useful in open field combat to snare, debuff, and DoT (damage over time) multiple targets during a battle. The AoE snare and debuffs are often good at interrupting enemy casters and uncovering stealthers while the point blank AoE DoT ability offers additional damage output when the Necromancer is caught in the middle of the fight.

Death Servant is more specialized for close combat with their damage reflect buffs, instant cast DD shouts, and point blank AoE attacks. Although they still have the baseline abilities for ranged life tap the death servant specialized Necromancer is more adept for stepping into the middle of a battle and fighting up close and personal with its enemies while the enemy fighters beat themselves to death on the 21dps damage reflect shield.

Preparation for Battle

Buffing

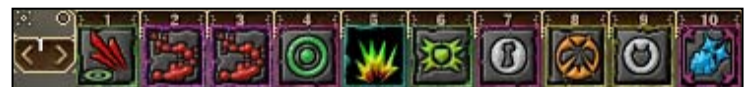
Because of the level difference on the Necromancer pet (blue con lv44 pet), the Necromancer often depends highly on a wide range of buffs. The Necromancer pet greatly benefits from the buffs as it follows the lines of charmed pets which are a bit less restrictive on buff caps than player characters. A fully buffed Necromancer should have dex/qck, dex, acuity on the shade and str/con, dex/qck, armor factor, renewal, acuity, dex, qck, str, and armor factor (base) on the pet. Resistances and heal proc buffs from enhancement clerics are also very useful. Death sight Necromancers have an absorption buff that should be refreshed on group members and their pet on a regular basis.

Setting Up Your Hotbar For RvR

The Necromancer hotbars used for RvR are similar to those used in PvE. This consists of 2 main hotbars one for attacks and the other for buffs and special abilities.

An example hotbar configuration for a Death Sight Necromancer could look like:

Main Attack Hot Bar



- 1 PBAoE (Used for uncovering stealthers)
- 2 Non Specialized Lifetap
- 3 Specialized (Insta) Life Tap
- 4 Power Tap
- 5 Facilitate Painworking (FP)
- 6 Pet Damage Reflect
- 7 AF Debuff (specialized)
- 8 Snare/DD
- 9 AF (nonspecialized) Debuff
- 0 Pet Heal over Time

Pet, Buffs, and special abilities



- 1 Sprint
- 2 Summon Pet
- 3 Str/Con Pet Buff
- 4 Dex/Qck Pet Buff
- 5 Absorption Buff
- 6 Specialized Pet dex/qck buff (if specialized for this)
- 7 Pet Unmez
- 8 ML Ability or RA Ability
- 9 Power Transfer (lesser cost) or ML/RA ability
- 0 Power Transfer

Creating Useful Macros

Like other casters, the main macros used by a Necromancer will be associated with target selection. Setting up an ASSIST or MA macro can help for quicker target selection in helping the group's main tank focus on a common target.

/Macro ASSIST /assist [main tank name]

On the Battlefield

Solo Tactics

Death Sight: A Death Sight Necromancer can be a very mean solo character against melee type enemy fighters. A fully buffed Death Sight Necromancer can often successfully battle an enemy tank with little difficulty and has been known to single handedly take out 3 or 4 enemy stealthers at times. However, the slow cast times associated with the Necromancer pet make it very difficult to compete against enemy casters.

When fighting enemy fighters and stealthers, use ranged attack armor debuff, then power drain, and deal as much damage to the enemy as possible before they reach you. Once they are within melee range, hit damage reflect shield and pet heal over time. Let the pet beat on the enemies and watch its health. When the pet starts taking some damage, use the short range "instant" life tap to siphon life from the enemy tank to restore the pet's health. Keep in mind when fighting multiple enemies, the pet can be told to attack a specific enemy (healer perhaps) and the instant life taps can be used to keep enemy stealthers uncovered, or take out softer targets that have fewer hit points. It is also important to take

advantage of facilitate pain abilities. Use FP to force cast a power drain of an emergency life tap in combination with the instant cast life tap if power or health start to fall.

Death Servant: A Death Servant Necromancer can also be a vicious foe in solo combat against enemy fighters. Although they don't have the FP+ power tap ability to recover power during a fight, nor the instant life taps to recover health, they have a tremendous damage reflect shield, PBAoE, and direct damage instant shouts that can take down enemy tanks very quickly.

Use ranged life tap or DD/Snare abilities until the enemy gets within melee range. Cast the damage reflect shield on the pet and the heal over time. Use DD shouts to take down the primary target as quickly as possible

Painworking: Painworking Necromancers have DoT and debuffs for use in combating enemy fighters while solo. Use ranged life tap to inflict damage on the enemy until they get within melee range. Cast the heal over time on the pet and the damage reflect shield if available as they get close. As the melee starts, cast the instant single target DoT until it sticks on the target as the pet engages into combat. Once the pet is engaged in melee combat, use FP to quick cast the PBAoE DoT ability while the shade casts the instant str/con debuff to reduce enemy strength. Keep the heal over time active by recasting it periodically if it expires. FP can be used to cast either another PBAoE DoT, or single target life tap as it becomes available.

Against enemy casters, all three specialization lines of the Necromancer have similar tactics. Try to get a pet into melee range before the caster can stun or kill the pet. Once engaged in melee, use instant cast abilities to lifetap or debuff or damage the caster. FP can be used with the targeted lifetap or PBAoE to inflict additional damage.

Group Role

Death Sight: Death Sight Necromancers bring a lot of utility to a group. They are pretty much the middle line between the tanks and the casters in battle. During group or large scale combat encounters, the Death Sight Necromancer is better off to stay behind the tanks and use AF debuff and power tap to assist their group's main tank in destroying the enemy. They can also help protect their casters from enemy tanks or stealthers that show up behind the front lines. The Death Sight Necromancer can also be useful by power tapping enemies, then transferring that power to their realmmates casters and healers where needed.

Painworking: Painworking Necromancers are more useful in the middle of the battle. They are responsible for debuffing enemies with AoE str/con debuff and throwing out damage in the form of their PBAoE and close range DoT. These Necromancers have to be very careful if working with a group that is using any form of crowd control (mezorization or root). Painworking Necromancers can also attack enemies using their base line life tap or use their pet to attack enemy casters to keep them interrupted.

Death Servant: Death Servant Necromancers like to get right into the mix of things. With their damage reflect shield, PBAoE, and direct damage shouts, they are most suited for being right up close battling enemy tanks and shouting at casters. FP can be used to either life tap a nearby enemy to recover lost health, or to cast a PBAoE or two in the middle of nearby enemies. Don't use AoE abilities here if the enemies are mezmorized or rooted.

During group combat, the Necromancer should be very aware of their pet's condition. If it becomes apparent that the pet is going to be lost, the Necromancer should start looking for something to hide behind. Sprint to a safe spot before the pet is lost. This allows the Necromancer to begin casting a new pet as soon as the other is lost. A Necromancer without their pet is very vulnerable.

Siege Strategy

The Necromancer traditionally has had a rough time in keep siege/defense type combat due to line of sight difficulties. For the most part, Necromancers are helpful with clearing guard spawns from keeps as their buffed pet makes a solid tank against keep guards. They should also work with fellow casters and healers to help replenish power with power transfers, and keep realm mates buffed with absorption buffs.

Keep Defense

When defending a keep, the Necromancer can use their pet for attacking enemies while keeping in mind that once the pet starts taking damage, the shade can move away to a safer spot behind the walls to recast a new pet. This is great for causing distractions by sacrificing a pet to draw enemy fire. Necromancers are also good for scouting and setting ground targets. The shade can often move into plain sight to get good visual and set targets while leaving their pet out of targeting sight or range.

It is critical to keep a close eye on the pet and the setting

for the pet. If the pet gets too far away from its master, the link will break and the now vulnerable Necromancer will find himself standing near the enemy force and facing near instant death. The Necromancer pet should be kept on passive unless it is explicitly ordered to attack an enemy target. This helps prevent the pet from wondering off on its own after some random target.

Realm Abilities

There are a number of realm abilities (RAs) available to Necromancers. The Necromancer will benefit from abilities that increase their dex, int, and casting capabilities. Some of the popular abilities include:

- **Augmented Dexterity:** Increases dexterity
- **Augmented Acuity:** Increases primary casting stat
- **Wild Power:** Increases chance to deal a critical hit with spells that do damage
- **Wild Minion:** Increases chance of pet dealing a critical hit by melee or spell
- **Mastery of Magery:** Additional effectiveness of magical damage
- **Mastery of Concentration:** Grants a 100% chance of not being interrupted by any form of attack when casting a spell
- **Mystic Crystal Lore:** Grants a refresh of power based on the percentages listed; cannot be used when in combat
- **Raging Power:** Grants a refresh of power based on the percentages listed; can be used when in combat
- **Negative Maelstrom:** 6 tick AoE DoT with a 350 radius; the damage starts at the listed amount and increases by that amount each tick; 2 second non-interruptible cast time
- **Ichor of the Deep:** Spirit-based root plus direct damage spell with a 500 radius; damage and duration as listed; 2 second non-interruptible cast time
- **Class Unique:** Call of Darkness (obtained automatically at Realm Rank 5); allows the Necromancer to summon a pet with only a 3 second cast time.

Nightshade

–Eureka (Shaun Dugan)

Nightshades are the assassin class of Hibernia. With their innate magical abilities, they are the only assassin class of the three realms that are able to use spells to magnify their offensive ability. Using poisons, critical strikes, and keen tactics (no pun intended) on the battlefield, a Nightshade is designed to make quick strikes and slink back into the shadows. A majority of a Nightshade's battles will take place with the other realms' stealthers, but they may also be called upon by a realm to take down soft targets, such as healers and casters.

Preparation for Battle

Setting Up Your Hotbar For RvR

A good way to set up any assassin's hotbar is to have everything you will need for specific situations on one hotbar. That is, have everything you would do while stealthed (which would include poisoning your weapons, critical strikes) on one hotbar. Designate another hotbar for when you're actually engaged in melee combat with an enemy. There are plenty of hotbars you can fill up on your Nightshade depending on the situation. Plan your hotbars around what kind of fights you seem to find yourself in the most.

Keyboard Configuration

This depends on personal comfort more so than anything else. Having keys you use more often (sprint, switching weapons, etc.) closer together will probably work for you better in the long run.

Creating Useful Macros

A useful macro for assassins that group together is `/groundtarget assist [name]`. Any assassin you group with (mainly the one named in the macro) can then set a groundtarget on his present location or his destination. When you assist him, his groundtarget will show up on your screen as a nice yellow marker, which will make navigation while stealthed much easier than trying to describe which tree to meet at.

Armor/Weapon/Item Selection

At one point you could get away with capping only your melee and body resists on an assassin, but presently it's necessary to cap some magic resists because of legendary weapons. Make sure you cap heat above all else, because heat legendary weapons will hurt you more than any other melee weapon in the game if you don't. All stats and skills should be capped and having some *ToA* bonus items is definitely a plus. Acquiring an artifact with the Stealth Lore ability is also nearly essential, or else you'll be walked all over by artifact-collecting Infiltrators and Shadowblades.

On the Battlefield

Solo Tactics

Solo life for a Nightshade can be easy, depending on the targets you pick. Mainly try to pick on stragglers of large armies and other solo assassins if you want to be at all effective. More than one of anything when you're a low realm rank is a quick way to meet death.

Group Role

In groups, go for soft targets of your enemy realms. Knock out their healers and casters first with your critical strikes.

Siege Strategy and Keep Defense

In sieges, go for the soft targets if you're on the attacking side. If you're defending, you may want to guard the walls from other assassins going for your casters and healers.

Realm Abilities

Purge, Mastery of Stealth, and Vanish are going to become the more popular realm abilities for assassins. Viper is also something worth looking at if you plan on relying on your Envenom skill heavily.

Paladin

–Greggar (Jeremy Thomas)

The Paladin is a hybrid Fighter/Support class who combines great support, high defense and good offense into a well-rounded class.

Preparation for Battle

Setting Up Your Hotbar For RvR

Generally a Paladin will use two quickbars in combat. The first contains the main styles he uses along with the main chants. The second contains secondary styles that are only applicable in certain situations, along with duplication of the main chants. There will also be at least two bars of miscellaneous things that are not necessary to access in the heat of combat. This includes setting Protect, Intercept, the Paladin Resurrection, resist chants, the self-Armor Factor buff and more.

Each combat bar must contain the taunt shout, as it is the Paladin's only method of interrupting at range, and the chants you wish to twist in combat. This generally includes Endurance, Damage Add, and Heal. Although, one of the stacking tri-resist chants makes a good substitute for the Heal Chant.

Keyboard Configuration

Having a poor keyboard configuration can cripple you in combat. You must be able to access the important commands and your movement keys with a single hand, leaving your other hand free to use the mouse for target selection.

Bind **/stick**, **/face**, last attacker, nearest enemy, combat mode, sprint, and unlock to keys close to your chosen movement keys. **[w]**, **[a]**, **[s]**, **[d]** are generally preferred, as the arrow keys leave few nearby keys for binding important commands. **/qbind (/qbind [bar#] [slot#])** must not be neglected; binding realm abilities or master abilities with this allows you to quickly use them without shuffling through your quickbars.

Creating Useful Macros

There are two macros that are really applicable to the Paladin. The first creates an assist macro, allowing you to automatically target the same enemy as someone else. The

second creates a target change macro for when people are using you to assist off; informing them the target has changed. This is: **/macro Change /group Changing target to %t!**.

To make a new assist macro, target the person you will be assisting off and push **/macro Make /macro Assist /assist %t**. This creates a new button to place on your quickbar.

Armor/Weapon/Item Selection

Spend time in *Trials of Atlantis (ToA)* getting artifacts and/or rare drops from Master Level raids. Do the quests: Lost Stone of Arawn (*SI*), Parade for a Paladin (*ToA*), Stone King (*ToA*), Search for Seven Coins (*ToA*), Sacrificial Rites (*ToA*), Telgar's Redemption (*ToA*), and Lost Treasure (*SI*). This will get you a very good selection of jewelry to work with.

Generally you want the slowest weapon you can find. The weapon with the highest SPD value on right-click is the one you want. This is especially important for two-hand Paladins. The Artifacts Malice's Axe and Bane of Battler are the preferred weapons. Although, if you like to solo and hunt stealthers, then a Pyroclasmic Legendary weapon that does heat damage will come in handy.

For shields, try and find a fast Large Shield for quick styles.

On the Battlefield

Solo Tactics

First, get buffs. Almost everyone else you face will be buffed, and being unbuffed puts you at a serious disadvantage.

Avoid the high traffic areas such as bridges, or direct routes from one keep/tower to another, unless you can find some scenery in which to hide. You can't kill groups, but you may be able to kill soloers or take out a person or two in a small group.

Heal Chant is your advantage in solo combat; make sure it is on your combat bars. Kiting your enemy can help, by sprinting, you run them out of endurance while your Endurance Chant keeps you at full. Use Engage, if you're a one-hand Paladin, to block the initial hits and use up the enemy's endurance. If you're a two-hand Paladin, try and manoeuvre yourself to use your powerful positional styles.

Group Role

The Paladin's primary duty is keeping as many people in your group supplied with endurance as possible. Even support classes need endurance for sprinting. Your role beyond this varies depending on your choice of specialization line, master level abilities, and group setup. You might be asked to Bodyguard someone, attack with the tanks, or simply hang back and peel enemy tanks off your support classes. Always pay attention to your group, and be ready to shift your role at a moment's notice. Use a User Interface that shows the endurance levels of the people in your group, and always ensure it is at 100% when you are moving between fights. If you're a one-hand Paladin, make sure you can quickly shift Guard to whoever is taking a beating, generally putting Guard on one of your combat bars. If you're a two-hand Paladin, never neglect your positional snare styles. Doubler has a very long snare attached to it. Hit an enemy tank with this and then leave them alone, or continue to apply it to them and you will easily be able to allow your group mates to run away from the attacker.

Siege Strategy

Bring along some siege equipment so you can run it. Keep enemy guards off your support classes, and always be ready for a respawn. Help out on rams to increase their damage, and be ready to take over siege equipment if the original owner dies.

Keep Defense

Use Palintones to attack enemy siege weapons. If you have money and/or bounty points to spare, buy some NPC guards to help out. Keep out of Line of Sight as best you can, and avoid standing next to people or NPCs who are in Line of Sight—you'll get caught in area of effects from them. When the last door falls, position yourself with other tanks, and preferably just after a sharp turn where you are out of Line of Sight from range, so people have to come to you to attack you.

Realm Abilities

You should get at least Purge One, and preferably Purge Two if you are of a higher realm rank and can afford it. Anger of the Gods is probably one of the best Realm Abilities available to

the Paladin, as it stacks fully with everything and provides a good bit of extra damage. Level one is a must, as are levels two and three, once you can afford them. Every Paladin must have Longwind one. Avoidance of Magic is a good buy, reducing both damage from casters, as well as Crowd Control times. Vehement Renewal is a worthwhile purchase if you are more interested in healing the group than yourself, otherwise Ignore Pain is better. Wrath of the Champion if taken, should be level three, and stack it with other sources of PBAoE.

For the one-hand Paladin, Mastery of Blocking is naturally a good choice, increasing both your self-defense and your ability to Guard someone. Because of your lower damage output than a two-hander, you get a lower absolute boost from things like Augmented Strength or Mastery of Pain, but the relative boost is still the same. So these are worth investing in, with Augmented Strength being better than Mastery of Pain.

For the two-hand Paladin, RAs that increase the damage you do, such as Augmented Strength and Mastery of Pain, will be your staples. Augmented Strength, allows you to increase Weaponskill and thus break through defenses more, as well as increase your average damage. It is the best buy out of the two.

Because of your lower defense compared to a one-hand Paladin, purchases like Toughness and Augmented Constitution may be worthwhile. Mastery of Parrying can be good, though you should not expect to get into many fights with enemy tanks.



Ranger

–Britomartis & Larien

Rangers are an interesting and fun class to play. Your role is difficult to define, based on the variety of specializations available, and on your play style. You have ranged damage, so you have stealth and better survivability than a caster. You can melee fairly well and can stand your own as a second wave fighter in battles either at range or hand-to-hand.

A popular idea for archers at this stage of the game is to be an interrupter and diversionary. You have some tools to cause interrupts to enemy casters (Sureshot and Rapidfire), you can scout, and cause the enemy to change tactics with your stealth and range via Volley.

Preparation for Battle

Setting Up Your Hotbar For RvR

Hotbars and keyboard settings are a personal preference; however, you want to be able to access all of your most important skills and abilities with the minimum number of keystrokes. Swapping hotbars often can lead to disaster if you meant to shoot off rapid-fire, but instead keep trying to cast your Strength buff. Start with a melee hotbar, with your weapon swap out. Use the melee styles that you find the most useful, and then one or two of the utility abilities. Your ranged hotkeys include your bow, the bow styles, and some utility hotkeys. A third type of hotbar set-up could be your “I’m ready for anything” hotbar. This would be the combination of melee and bow.

A final set of hotbars are the skills and abilities that you use, but maybe not that often (for example, spells and master level abilities). Always remember what hotbar they are on, because if you have to take time to hunt for it, you could end up losing it all.

Keyboard Configuration

Like hotkeys, keyboard configurations are highly personal. The two main types of keyboard set ups are the arrow key movements and the [w], [a], [s], [d] movements. Whichever you choose though, make sure you are comfortable with it. You can also try to assign certain mnemonic devices to keys to help recall them faster ([v]=Ground Target set for Volley, [b]=Bow, [m]=Mine for target nearest loot, [g]=Get for pick up

loot, etc). Just make sure it’s something you find natural to use, is easy to remember, and you can react quickly!



Creating Useful Macros

This is just a straight listing of some of the most useful macros. There are many more out there, and many will become more apparent as you play your Ranger in RvR, but these should get you started. Try to make macros for making macros. This allows you to make a macro to assist folks and such on the fly, and is quite useful. Try:

- Make Assist: /macro MA /macro Assist /assist %t
- Ground Target Assist: /macro GTA /macro GT /groundassist %t
- EZ: /macro GT1 /gtrange 1000
- Volley range: /macro GT2 /gtrange 2000

Armor/Weapon/Item Selection

With four specialization lines to add skills to, your RvR suit will be one of the more difficult ones to max out on all skills and stats, however it is possible. With the bonuses of up to 10% you can get from *Trials of Atlantis* items, you may have to let a few resistances slide (Energy is a decent one to let go considering Hibernia spells are mostly energy based, while Albion/Midgard are not). Aside from having the best crafted

armor, many items are considered essential for an archer. These include: Shades of Mist Cloak, Golden Scarab Vest, Mariasha's Sharkskin Gloves, and Braggart's or Fool's Bow. Some other desired artifacts that fit well for a Ranger are: Belt of Sun, Traitor's Dagger, Golden Spear (Pierce Users), Battler (Blade users), Ring of Dances, Maddening Scalars (Gloves for the Melee oriented), and possibly a Winged Helm.

On the Battlefield

Solo Tactics

Pick and choose your targets wisely. Make sure you learn the realm ranks and enemy players' strengths and weaknesses. Don't move in the open field unless you have Camo up, as that negates enemy assassin bonus to stealth detection. Casters will be your main targets. For casters, fire off a quick shot with rapid fire to pop their blade turn, then fire a crit/regular shot. Sureshot can be used to interrupt their casting as well as Rapid Fire. If a pet tears off in your direction and the caster isn't at least below 50%, hit the speed boost and either bail out or charge them. For classes other than casters, you have to be 100% ready for melee combat.

You may not get into combat if you do enough damage with the bow, but be prepared to be rushed. Kiting tanks is the best option. Fire a shot that hits (preferably in the back) to get their attention, then use the trees to duck and hide behind and block line of sight (not to mention the basic matter of hiding behind terrain). If they run back towards you, rest stealth, wait until they pass, and fire another arrow in their backs. Keep doing this cat and mouse until they get low enough on hit points, then let fly with the bow shots or charge into melee.

Group Role

As already mentioned, you can serve very well as a disruptor and interrupter against casters (specifically the healers). That is where you will excel. You can stand in one place (find some cover though, the enemy will not take too kindly to you interrupting their healer), and target the biggest threat. Get to know what your enemy healer classes look like. Pick off the ones who are already wounded, and try confuse the enemy by attacking from places they won't expect. Also, you can be a help your group by attacking many different targets in large battles (especially with Volley). It's not kill-spam, but it helps your group and your realm.

Siege Strategy

This is one of the places you have an opportunity to shine. The volley skill will allow you to earn tremendous amounts of realm points for your group (should you have one). You will also have the ability to take out enemies on the ramparts, which is especially handy when dealing with casters. If the keep is undefended, you can still do good damage to keep doors with your bow (especially if you have a Fool's Bow at level 10).

Keep Defense

This is even more glorious than taking a keep. If you are defending, you are guaranteed to have enemies to lay waste to with your volley skill. Again, pick and choose targets to provide the most benefit to the defenders of the keep.

Realm Abilities

There are many must have realm abilities for archers. The RAs that are vital for your survival include Mastery of Stealth. This should serve as a good warning against assassins; however, they do have the ability to negate this skill. Physical Defenses should help you survive a little longer versus physical damage. Avoidance of Magic should help you survive a little against magical assaults. Purge Two is also good. Ignore Pain, combined with some of the other survival realm abilities, may afford you the opportunity to stay up a little longer in order to cause more discord amongst your enemies.

Some other basic realm abilities that are available and bear looking into are Augment Dexterity for higher Bow Weaponskill; Augment Constitution and Toughness to get us a few more hit points.

For bow specialized Rangers, Falcons Eye works well, as do Longshot and Blade Turn. Melee specialized Rangers should use Mastery of Pain as a substitute for Falcon Eye. The basic survival skills should also be more slanted to increasing your melee weapon damage and being able to take the hits you will be forced to deal with. Balanced Rangers, must make tough personal decisions on which realm abilities are most important. Keep in mind, your play-style should drive what skills you end up buying.

Reaver

–Vulsa (Jesse Brodeur)

The Reaver is a hybrid fighting class of Albion. Designed to do damage in melee, their spells are designed to augment their damage, reduce the damage they incur, and replenish their health while fighting. On the battlefield, the Reaver is a formidable fighter capable of killing their target quickly, taking out specific targets to disrupt the enemies' battle plan. Unfortunately suffering from low health, the Reaver relies on other tanks to take the enemies' aggression, allowing the use of positional attacks for maximum damage.

Preparation for Battle

Make sure you are ready to enter onto the battlefield. The enemy is not going to sit idle while you prepare! The Reaver has both melee and spells to think about while in battle. Quick access to abilities and knowing what keys to press can make the difference between victory and dirt napping. Dueling or attacking mobs can be a great way to get used to your configuration.

Setting Up Your Hotbar For RvR

The Reaver has a wide array of abilities, from weapon and shield styles to spells and realm abilities (RAs), as well as Master Level abilities. Accessing multiple hotbars during battle will be a must. Using the `/macro <name> /qbar <#>` command is highly recommended.

Select a hotbar as your primary, then put your most common abilities on this bar. Squeeze anything you will need to use in a hurry or will use often onto this bar. Create a few macros that will lead you from this hotbar to hotbars designed for specific situations. One example would be a macro you hit whenever you block leading to a hotbar with all your block reaction styles. Placing the block style in the same slot as the macro that leads you to the hotbar can make it easier on you, allowing you to simply double press the assigned key. Also on your blocking or parrying hotbar, you might put all your less commonly used styles to make them available to you should you need them. This is especially important to the flexible weapon line, as there is a style for many different situations. Always keep a macro leading you back to your main bar on any other bars you may have. Putting this macro in the same place on every bar can make it

easier to remember what key to press.

Out of combat use spells, items, or abilities should be placed on a hotbar without a macro to it. Using the Debt to Arawn buff or First Aid RA is done while not in a hurry, placing these away from combat skills can save you room on combat bars.

Keyboard Configuration

Speed is key to setting up your keyboard. Most players use the mouse to navigate and target. If you do, you will want the actions you use first in a fight to be near your movement controls so that hand can start your fight as quickly as possible. Being a melee class, you should start a fight by entering combat mode and sticking your opponent. Place the keys for these two actions as near as possible. Place other actions that are used mainly after a fight has resolved, such as looting or sitting, away from your combat keys so they are not accidentally pressed.

Clearing key assignments for actions you don't need, such as opening menus (which can be done by mouse), can open up space for binding other actions you use frequently. This can reduce the number of hotbars needed to control your Reaver and make actions faster. Leviathan should be bound to a key because it will be your main attack. Quick use of this attack from any hotbar can increase your overall effectiveness.

An example of quickbar and keyboard configurations is below.

This is one example of a live server quickbar setup. Changes are expected with NF, such as Slam and Leviathan styles moved to hotbar 10 to allow room for thornweed field and purge on the main bar.

Here, hotbar 1 is the main bar, with all spells and main attacks. Slam and Leviathan are the main attacks, so they are both located here and `/qbind` assigned to the keyboard. Slot seven is a macro to go to qbar 3. After blocking, hit 7 twice quickly, then go onto 8, 9, and 0 performing the entire block chain. The same is done with slot 8 and the parry chain on qbar 4.

All other styles are positioned on qbar 3, so they're

available in combat. Hotbar 4 contains Master Level abilities, only ML4 currently I will add and switch out ML abilities as I get them. Slot 1 on both the 3rd and 4th hotbars lead back to the main. So you don't accidentally over-press the 1 key and fire off Wracking Aura, put the lower power cost aura that doesn't break mez there. Bound all of the ML abilities to a row of keys for quick access.

Use hotbar 2 for out-of-combat activities, such as buff, FA, items, and protection abilities. Bound Engage to the keyboard for quick access. Bound some of the items to various spots on the keyboard for quicker use while in a bind.

Hotbar 10 is strictly for qbind keys. Ignore Pain, Diamondback (since it is the Reavers best choice for an anytime style), macros for yelling, "Incoming" and assisting other players, and any potions (health and endurance not shown). Bind all of these things to various places on the keyboard.

Use [w], [a], [s], [d] controls for movement, and set [z] and [c] to strafe, [q] to attack mode and [e] to stick. To free up as much space as possible for /qbind slots, place less used commands on letter keys have been changed to shift + that key. For example, move torch from [t] to [Shift]+[t].

If you have trouble clearing keys because the game resets them when you log out, then set those values to [Shift]+[] keys. This should be done to free up the keys [y] through [l].

Creating Useful Macros

Create a hotbar with macros that you use often or need in an emergency. Using a macro that will say, "incoming!" is faster than typing it, buying you time in which you can react. If you often repair doors or operate siege weapons through typed commands, placing macros for commands can save you the trouble of a lot of typing.

Armor/Weapon/Item Selection

Usually the player with the best equipment will win the even fights. It is worth the time and effort to look into what equipment will best serve your specialization and play style. A Reaver who has trained to 50 in soul rending (SR) will get much more benefit from having a bonus to shield than they will a bonus to SR. Once you have selected and obtained pieces that you want, find a spell-crafting calculator and fill in the gaps. As a Reaver you should be worried most about your dexterity and constitution. Strength should also be kept high. If you are a slam Reaver, keeping quickness up is necessary

while a SR Reaver will want to have a healthy amount of piety.

Flexible weapons are one of the few that benefit a lot from being fast. Test your swing speed in duels with different speed weapons to maximize your speed. Try to get as near the 1.5-second swing speed cap as possible with the slowest weapon you can do it with. The proc that fires with the leviathan and cobra styles does not suffer from the same loss in damage from speed that base weapon damage does.

Make sure you have high resistance bonuses, especially in the energy and thrust lines since the chain armor the Reaver wears is weak to these, but keeping all resistances as close the cap of 26% is highly recommended.

Having charges in your items such as haste can give you a great advantage over players who don't choose to use them. Take some potions with you too—a player using a water breathing potion can pick and choose his fights in the waterways of the new frontiers, one using a health or endurance potion in the middle of a fight can change the tides of the battle.

You've got yourself geared up and comfortable with your controls. Now its time to step onto the field of war!

On the Battlefield

Knowing the lay of the land you are fighting in can be your greatest ally. If you are in a losing battle, knowing how to dodge mobs and find keeps can get you needed support faster. With the introduction of the teleport system, you might be persuaded to head right into the thick of it. Take you time and learn the lands before you realize the enemy knows them better than you do.

Solo Tactics

New Frontiers made soloing an easier task with larger areas, and places designed to be friendlier to the solo player than they are to the large group. The ruins are a great place for a Reaver who wants to solo, keeping long range casters and archers at a disadvantage with walls and rubble to hind behind. Be careful, this also means you never know how many of the enemy are around the next corner. Sticking close to the waterways as long as you have breathing potions can help you escape groups of people who don't have them. Partnering up with a Paladin can prove very potent in the waterways. If the enemy group splits up in pursuit of you, you can pick them off a few at a time. The slam Reaver will shine in solo combat, but the SR Reaver can still fair well. If you choose to

go this route, you must have patience. You will not often find a single opponent, but luckily when you do, the Reaver has the capability to succeed against most opponents.

Group Role

In the group, the Reaver can take up two important roles while grouped in RvR. They can either be assigned to protect one of the groups casters, keeping the guard, protect, and intercept abilities on them while quickly dispatching any enemies that choose to attack. They can also serve the group dealing damage to any target they can find the back of. It is usually wiser for the Reaver to disregard any opponents attacking them in favor of using leviathan on another opponent. Not only is the Reaver likely to deal more damage than it takes, but it lacks tools to perform high-damage frontal assaults on other tanks. Be sure to work with your group as to how they wish you to fight and stick to that plan. Also, don't be afraid to let your group know your classes' strengths. Many players do not understand the Reaver class in full, as it is one of the lower population classes.



Use of Combat Styles and Spells

Learning to use your styles properly in RvR combat is a must. For the slam Reaver, attempting to land slam as the first attack on most targets will waste endurance. Most targets have a blade turn spell you must eliminate first. Give yourself one swing before attempting any style to save the frustration. A widely underused style is the constrictor style. If you have already stunned your opponent and they are after one of your

casters, performing Indigosnake then Constrictor will root them, allowing more time for your caster to escape provided you make sure not to hit them again after the root. Also underused is Asp. The extended range on this style will work whether you are behind them or not, and can help catch runners. Be careful while using it though—it eats endurance quickly. The extremely low endurance use of the block chain will make fights quicker when face-to-face with your opponent. Backing up styles with diamondback will ensure endurance is not completely wasted, while using diamondback every round drains endurance too quickly.

Care should be taken not to use spells to start every fight, placing a DoT on one caster while engaging another will slow down the support of most enemy groups giving yours the initiative. Waiting until you have lost some health to use the Life Tap will double its effectiveness. If some of your opponents are still mesmerized, don't use the damage auras. Instead, attempt to always use one of your auras.

Siege Strategy and Keep Defense

With Strength as our primary attribute, the Reaver is a great selection for lugging cumbersome siege equipment onto the killing fields. It will often be your only option to keep yourself busy and useful in keep sieges. With only the DoT and Lifetap spells being on such long timers, they are hardly worth their use while defending or attacking a keep. Since positional styles cannot be used on keep doors, the Reaver lacks a strong damage dealing capacity on them. Because of this, it is a wise idea to learn the interface of working this equipment. Pack different types of ammunition for the siege equipment you are bringing and experiment with it until you are comfortable knowing in what situations to use what ammo type. Also knowing how to repair your siege equipment will help you maximize your efficiency. Balistas are great at destroying equipment, but they will occasionally miss their target. Watch closely and try to repair at that moment it misses to keep your siege running as long as possible. On the other hand, while defending putting a balista up on the wall is a good investment. Fire at the enemy's siege equipment and take out rams first, then the catapults and trebuchets. If the equipment operator keeps repairing, try to get another person to put up another balista, this will keep the siege equipment under attack and unable to be repaired. The interface to use a ram can be tricky even for the helpers, learn it so you can take the doors of a keep down as quickly as possible.

With *New Frontiers* is the addition of keep towers. These

can change hands easily and often and are of great strategic importance. Attacking a keep from more than one tower, if you have the forces to do it, ensures that the enemy cannot teleport back into the keep and will split the defending force, making it easier to breach the keep walls.

Realm Abilities

New Frontiers lessened the effect of many Reaver realm abilities, but gave a host of new ones from which to select. We have many RAs that other classes of Albion do not get to select that will benefit the group or us. There are many different combinations to match your play-style. Select the ones that will most benefit you!

Tips On Choosing Helpful RAs

The first two things that will help narrow your choice are your choice of specialization and whether or not you intend to play grouped or solo for the majority of your time. Many of the caster-based RAs will benefit the SR Reaver and have little effect for the slam Reaver, but the melee RAs will benefit them both. Some RAs should be chosen for the solo fighter, while they can be left out of the plans for grouped Reavers.

As far as augmented attributes go, strength and dexterity should be considered for their ability to increase offensive and defensive ability of the Reaver. Acuity will benefit the SR Reaver, however the slam Reaver rarely loses enough power in a fight to need the increased piety. Augmented quickness can help the speed of attacks by about 2% per 10-point increase. Augmented constitution will increase hit points, but won't yield anywhere near the amounts that toughness will provide. Stick with toughness to increase HP. Level 3 toughness is probably the best choice as return per RA point spent declines with level.

Mastery of blocking and parrying will help defenses for the Reaver, but because the Reaver is designed for high damage output it may be better to go for Mastery of pain which has a higher % of return per point spent. Dual threat can also increase your damage output, but has nowhere near the effectiveness of putting points into MoPain and Wild Power.

We have the new free tireless ability that makes Long Wind look redundant, but for 1 to 4 points getting LW 1 or 2 can help the solo Reaver escape many battles. For those that spend a lot of time chasing down casters it will also prove

helpful.

Lifter used to be a laughable RA, hardly ever considered in any template, but with the *NF* system the ability to field siege equipment has become important. Lifter will help you carry much more siege equipment, allowing you to field a variety of items dependant on the situations you encounter. If you plan to do a lot of siege work, pick it up.

Mastery of focus is speculated to help our many procs land and has been considered as a choice for many slam Reavers. The cost on this RA makes it prohibitive to use. Even when firing at a higher level for resist rates, it will not increase the damage your spells will do, making this a choice to avoid in most templates.

Mastery of Magery will see more use than Wild Power in every specialization choice. MoM will increase flex style proc damage as well as SR damage, but not enough to warrant higher levels, while WP will allow spells to crit but will not allow proc or debuff crits. This makes MoM a sketchy choice and WP almost useless.

Whirling dervish sounds like a good idea at first, allowing you to double your damage. It is particularly useful when you run out of end. But with the new Tireless RA and end pots available, a well-played Reaver will seldom run out of endurance. Our base damage is so low doubling it will hardly be worth the points.

Purge should be taken for the soloing Reaver and becomes much more useful at level 2. You may not even consider taking this RA until you can take it to level 2. You may trade purge for determination so you don't end up breaking one form of CC just to end up in another, but you lose the speed and advantage of unexpectedly breaking CC. A lot of Reavers don't like Determination because it is much less powerful than the original version.

While First Aid can be used more often, it has little more effect than Ignore Pain. Since Ignore pain can be used while in combat it will prove more useful—especially if you just keep a large supply of health potions. IP has a long reuse timer in the fast paced environment of *NF*. It also has less effect than it used to. It can turn the tide in a fight, but only if you spend some serious points on it. The same effects as second wind can also be achieved through Bounty point stones or potions so this is not a common choice.

Avoidance of Magic is the common choice over The Empty Mind because reducing all spell damage done to you is much more effective than just 45 seconds of protection. Many will recommend level 4 or 5 of AoM.

Serenity, Mystic Crystal Lore, and Ethereal bond may all come in handy for the SR Reaver, but in most lengthy battles there is a power font to be found. Using potions can once again also give you the same effect. If you often run out of power for long periods of play, consider Serenity or EB. Otherwise these won't benefit you as much as increasing your melee capabilities will.

The solo Reaver benefits from the ability to escape multiple targets by taking Thornweed Field while the grouping Reaver with Strike Prediction will not go unnoticed. Even at level 1, 5% evade chance may not seem like much, but multiply this by the number of group members effected by this ability and you are saving you healer a lot of power. SP is a new route for the Reaver, providing more benefit to the group the Reaver is in over benefiting the Reaver.

The old Unquenchable Thirst of Souls RA has been replaced by the slightly less powerful Soul Quench RA automatically given to Reavers at realm rank 5.

The Reaver is an easy class to play, but a difficult class to master, and can be adjusted to fit many different play-styles. Take care in your selection of RAs to best augment what you already do. Trying to broaden your abilities as a Reaver will often result in not having the power in one field of battle to kill your opponent. Those that chose the Slam specialization should not focus on their spells and those with SR should not take purely melee abilities. Pick your own path and a system tailored to you, and you are sure to do well.

Runemaster

Runemaster is considered one of the most versatile classes in Midgard when it comes to RvR and PvE. This guide will focus on the RvR aspects of a Runemaster. They can be both offensive and defensive; being the primary damage dealer, crowd controller, and suppressing enemy attacks.

Preparation for Battle

Setting Up Your Hotbar For RvR

Setting up your quickbar for RvR is crucial for having the necessary spells ready for you to cast them when you need them. Normally you would setup your first quickbar with the spells needed most during combat depending on your specialization. This would include your direct damage spells, bolts, quick cast, nearsight, root spell, and some realm abilities (RA). The second quickbar generally comprises of the leftover skills that you will find useful, along with the self and group buffing spells.

Keyboard Configuration

This is another necessity to help reduce the amount of hotkeys you place on your quickbar and to use them quickly. To do this, go into your options menu at the character selection screen, then click on configure keyboard. These are some slash commands you will find useful when binding to a key:

- **Stick:** Allows you to follow the person leading your group. During this time, it'll be useful to pan your camera around looking for enemy players that your group leader may not see.
- **Face:** This is another important feature that allows you to auto face the target you have selected or those that attack you.
- **Sprint:** Sprinting away will give you added run speed to allow you to further distance yourself from your enemies.

Another good way to bind your hotkeys to a key is by using the qbind command. This will cut down time on having to switch through your quickbar pages to use a certain spell or ability. For example, if you put Quickcast on page 10, slot #5 of your hotbar, and wanted to bind a key to it, you would enter:

/qbind 10 5. You will then be prompted to press the key to which you wish to bind this ability.

Creating Useful Macros

One very important macro to make is the assist macro. You'll use this to assist the main tank or other caster that will be picking out the targets. To do this, type in-game the command /macro "Name of the macro" /assist "Name of the person you are assisting".

Armor/Weapon/Item Selection

Having the correct equipment is very important when going into combat. You'll need armor that maximizes your primary stats, hit points, skills, and resists. These include:

- **Piety:** Increases your power pool and overall damage with your spells.
- **Dexterity:** Increases your casting speed.
- **Constitution and hit point:** Increases your total hit points so you can withstand more damage.
- **Resists:** Having max resists for each type will increase your chances to withstand damage and survive the fights.
- **Staves:** It's important to wield a staff that has a focus level for the particular spells you will be casting. This can dramatically reduce the amount of power you use when casting spells.
- **Trials of Atlantis gear:** You can get artifacts that will increase your spell range, spell damage, power pool, and items that can increase your stat and hit caps. Some of these artifacts can even morph your appearance to confuse the enemy about which class you really are.
- **Potions:** They range from increasing your stats to replenishing your power which you would want to bring.

On the Battlefield

Solo Tactics

If you plan on soloing, remember that there will always be archers or assassins lurking about and a solo caster is what they want. Always keep moving, travel in areas not normally

traveled, and stay off the roads. Always buff yourself before entering combat. You have your self damage absorption and armor factor buff to reduce the amount of damage you take from physical attacks. Have a bladeturn up on yourself at all times while not in combat. If possible, try and get buffs from other player's that increase your primary stats. Also try and find large fights between your realm and others, and assist them in combat so you won't be the only target for the enemy to consider. Try and stay in the back to nuke from afar so you don't get targeted. Keep casting your brittle guards, as they will act as added bladeturns that can stack. If you are being chased down by a Minstrel or Bard group, you can place down a speedwarp which will negate their speed spells to allow you to get away.

Group Role

You can do a whole lot to help out a group in RvR situations. Before fights, cast your damage add spells on the tanks. Use your bladeturn spells to absorb physical attacks on other players. There are two primary ways you can play during RvR confrontations, or mix the both of them together depending on the situation and what you are up against.

For offense, your job is to take out the enemy targets as quickly as possible with the damage spells available to your specialization. Targets to focus on are the casters, healers, and light tanks that you can kill quickly.

In defensive situations, nearsight is your best weapon against other casting classes and archers. With its long range and quick casting time, you can severely reduce your targets casting or shooting range anywhere from 25% to 65%. Crowd control can also turn the tide of a battle by casting your root spells to immobilize a target. Targets you would look for when using this spell will be tanks to stop them from reaching you or your healers. Pulsing bladeturn is another utility that can increase your survival rate and that of your group mates in absorbing physical attacks. The last option is to use your debuff spells available to you or use your speedwarp to escape from overwhelming odds.

Siege Strategy

Attacking a keep is where range classes, such as Runemasters, shine. You can attack using your bolts and stopping the enemy from firing back by using nearsight upon them. Also you have your ground-targeted area of effect spell that can interrupt the opposing casters when they gather themselves

up in a small confined area, keeping you at bay with their PBAoE spells. This is useful when taking over a keep lord room. It interrupts the enemy from casting at your group or realm mates. If you have the siege skill, you can take control of a siege weapon to use. Having access to the Battlewarder or Crystal Titan ability can add to the pressure against enemy keep defenders. It's best to place them at the siege points of a keep to temporarily hinder them from using siege equipment at the time.

Keep Defense

This is just like attacking a keep, the only difference is that you are the one picking your hiding spots inside of the keep. There is also an added risk of having assassins climb over the walls to kill you. Be wary of standing next to climb points where they can attack you and jump off the side of the keep back to safety. Prescience nodes are useful at these locations to help detect stealth players that try to climb up the walls. While the keep doors are being attacked by players, placing a Battlewarder or Crystal Titan on the other side of the doors will cause your enemies some added trouble.

Realm Abilities

The realm abilities to consider are Purge, Mastery of Magery, Wild Power, Augmented Acuity, Augmented Dexterity, Mastery of Concentration, Mystic Crystal Lore, Raging Power, and Volcanic Pillar.



Savage

The Savage is one of two light tank classes in Midgard, and has the potential to be the deadliest of all melee classes in the game. Through the use of the Savagery line of self-buffs and special Hand to Hand weapons, or two handed weapons, the Savage can make quick work of enemy casters and healers. The Savage's role is almost purely offensive in every situation. This makes for some interesting choices for the Savage player in *New Frontiers*, since so much more time will be spent in sieges.

Preparation for Battle

While playing a Savage can at times be complicated, specializing your savage is fairly simple. At level 50, the most common specialization is by far 50 weapon, 39 Savagery, and 18 parry. The toughest choice to make when creating a Savage is which weapon skill to take. While it may seem that the Hand to Hand skill is the obvious choice, since it was made specifically for Savages, many players prefer to use a two handed hammer, sword or axe (2H). This second option simplifies many things, as the weapons are easier to come by, they have better anytime and positional styles, and you can focus on maximizing one stat instead of two. Hammer, sword, and axe damage are all based on strength, while Hand to Hand is based on strength and dexterity. Because of their high dexterity, Kobolds make excellent Hand to Hand Savages, and will evade and parry more often. A troll Savage, with its high strength, is the perfect choice if you wish to explore the 2H weapon option.

If you are doing Master Level Trials in *ToA*, you have a choice between the BattleMaster and Warlord paths. The BattleMaster path has great abilities like Bodyguard, Grapple, and Throw Weapon. Faultfinder is of great value in sieges. The Warlord level one ability Siege Master is of great use in sieges.

Setting Up Your Hotbar For RvR

Before you head out to the frontier or battlegrounds, take some time to set up your hotbars specifically for the Savage. Playing a Savage requires a player to make quick decisions, so you should have your keys set up efficiently and in a way such that you are comfortable. You should keybind as many actions as you can. Because of the large number of useful savagery

buffs, you need to be able to switch between hotbars quickly. Create a macro to switch to another hotbar with the following:
/macro hot# /qbar#.

On your primary hotbar, you will want to place your most commonly used actions that aren't already bound to keys. For the Savage, this will include your positional attack styles, an anytime attack style, your Savagery melee damage and haste buffs, your endurance heal, and any realm abilities that you may need to trigger, such as Purge and Blissful Ignorance. Your macro to go to the second hotbar should also be here. On the second hotbar you should have all of your savagery buffs, and a macro to go back to the first hotbar. This will allow you to trigger all of your buffs with one swipe across the number keys, and send you back to your main bar.

Armor/Weapon/Item Selection

How you equip your Savage will depend on how you are specialized. How much time and gold you have available will also influence your choices. Before looking at specific items, you should prioritize what bonuses your character will need. Your resists should be a top priority, with you melee resists, body, energy, and heat being at the top of the list. Try to keep these maximized at all times. Maximize your bonus to your chosen weapon skill, and Parry if possible. Stat bonuses are fairly easy to maximize, but you should also look at *ToA* items that give a bonus to your stat caps. Items that give bonuses to your strength, constitution, and hit points will be of great benefit, as will dexterity, specifically if you are a Hand to Hand Savage. Quickness is not a concern here, as any score over 250 has no increased effect. Also look for items that will give you a bonus to your Armor Factor cap, and increased Melee damage.

If you have the *Trials of Atlantis* expansion, there are several artifacts you should consider getting for your Savage. The Snakecharmer's weapon is the Savage specific weapon artifact for Hand to Hand savages. Battler and Malice's Axe would be appropriate for two handed weapon Savages, as would Bruiser. Jewelry slot artifacts that many savages seek out include the Belt of the Sun, the Dreamsphere, Ceremonial Bracers, and the Shades of Mist cloak. If you are looking for some armor artifacts, seek out the Golden Scarab vest or the Guard of Valor, the Winged Helm, and the Maddening Scalars.

Even if you don't equip your Savage with artifacts, there are several items from *ToA* that may be useful. Salamander Tail Greaves are one of the most popular Hand to Hand weapons for Savages. Naxos Bracers are also popular items from *Atlantis*.

There is also plenty of good loot to be had from Tuscaren Glacier in *SI*, including Glacier gems, Dragon-shadow armor, and Tuscar's moon claws. You can always round out your gear with player-crafted armor. Be on the lookout for armor drops with lifetap or healing procs on them that may be helpful with healing. If you are interested in detailed equipment templates for your Savage; check out the Savage class forums at *DAoC Catacombs*.



On the Battlefield

Solo Tactics

In RvR, the most important thing to remember is that the Healer is your best friend. Since you have to use hit points for your self-buffs, you are in constant need of healing. If you solo as a Savage in RvR, be careful to use your buffs sparingly.

Group Role

In a group, your main goal is to take out "soft" targets as quickly as possible. You need to become familiar with the enemy, and prioritize your targets. Often the Savage will be a player that others /assist in combat, so your decisions can make or break the battle. Use your positional styles when possible, and keep your melee damage buff going whenever in combat as long as you have the health to spare. Your first targets should be those enemies with crowd control spells.

This will mean that your top targets will be Bards, Sorcerers, and Minstrels. Next you will want to take out nukers. Be careful when attacking Hibernians, as you are likely to run into PBAoE spells with Enchanters and some Eldritchies. Next take out any healing classes and make sure that nobody has been rezzed. Enemy tanks are your last priority.

Siege Strategy

When attacking keeps, you can help operate siege engines. It's best to stay back until the final assault. When the final assault comes, the Savage will have plenty of work to do. Don't get too far ahead of your group, and know where your healer is at all times. Again, be on the lookout for PBAoE casters. Animist pets will also be a concern when taking a keep. If you have an opportunity to take down an Animist, do it, but don't let yourself be lead into a trap by auto-following someone around a corner into a stack of shrooms.

Keep Defense

When defending a keep, you should help with the Siege machinery. Stay out of harms way until the assault comes (if it does), and take out your targets as usual. As most of the attackers' attention will be on taking down the keep lord, this will be a good opportunity to use your positional styles. Stay near healing wards, and use your Savagery buffs to the fullest.

Realm Abilities

The changes in realm abilities in *New Frontiers* will have a big impact on Savages, as well as other Tanks. Purge is still the most important realm ability for Savages to have. It is recommended that you save your first five points for Purge One, then your next 10 for Purge Two. You may eventually want Purge Three, but three or four levels of Determination may be a better way to use those points.

Since the best way to take down a Savage is magic, the next RAs you should look into are Avoidance of Magic and the Empty Mind. For those Savages interested in further increasing their damage output, a few levels in Mastery of Pain would be helpful. Ignore Pain is less effective and much more costly than it was in the past, but it is still an attractive RA for higher realm rank Savages. The class specific RA for Savages, Blissful Ignorance will automatically activate all of your self-buffs with no loss of health, and should be added to your first hotbar as soon as you become realm Rank Five.

Scout

–Andro (Tim Richards)

The Scout is primarily a ranged damage dealer with the addition of Stealth and basic melee skills.



Preparation for Battle

Setting Up Your Hotbar For RvR

It is important to find a hotkey layout that is comfortable for you. It is also important to make use of quick binding. Quick binding allows you to bind other hotbar selections to any key. For example, to bind the first hotkey of hotbar two to the letter X, type `/qbind 2 1` followed by `[X]` when prompted.

After setting up your most important hotkeys, devote a hotbar to secondary abilities and items. For example, you may find it useful to have one hotbar reserved for all your potions and item/artifact charges.

Keyboard Configuration

Some keys will need to be bound from the keyboard configuration options menu accessed from the character select screen rather than in-game. You will also need to unbind some keys from the menu in order to quickbind them. Once you have finished setting up your keys, it will be important to find a camera position that you are comfortable with. Once you have done this, save the position by using the `/setcamera` command. You can then use the default camera position key to revert to this camera position instantly—

making it far easier to pan the camera while on the move.

Below, find an example of Scout keyboard configuration:

Hotbar

- [1] Stealth
- [2] Engage
- [3] Critical Shot
- [4] Equip bow/normal shot
- [5] Sureshot
- [6] Rapid Fire
- [7] Melee style
- [8] Melee style
- [9] Melee weapon 1
- [0] Melee weapon 2

Function Keys

- [F1] Guard
- [F2] Realm ability 1
- [F3] Realm ability 2
- [F4] Assist macro
- [F5] Ground target
- [F6] Ground assist macro
- [F8] Target nearest enemy
- [F9] Target self
- [F10] Target last attacker

Keyboard

- [Ctrl] /face
- [P] Camouflage
- [O] Sprint
- [I] Autorun
- [L] /stick
- [Enter] Enter/exit keep macro
- [K] Use1
- [J] Use2
- [F] Target nearest loot
- [G] Pick-up loot
- [Z] Master level ability 1
- [X] Master level ability 2
- [C] Master level ability 3
- [~] Pan camera

- [Pg Up] Look up
- [Pg Dn] Look down
- [End] Sit down
- [Home] Reset camera position
- [F12] Take screenshot
- [m] Mouselook
- [v] Swim down

Creating Useful Macros

It will also be essential to have the following macros setup:

```
/macro Assist /assist <target name>
/macro Enter /say Enter – Exit
/macro Assist2 /groundassist <target name>
```

Armor/Weapon/Item Selection

A good way to go about building your template is to choose five or six essential items or artifacts, then use spellcrafted gear to fill in the gaps to ensure that stats and resists are at the desired level. Pieces of armor with heal procs are generally the most sought after and can only be obtained from drops. When adding reverse procs to spellcrafted gear, it's best to balance out your set with ablatives and DoTs. Scouts have the benefit of access to the slowest bows in the game and should take advantage of this. Our primary focus is on dealing ranged damage, and a high delay Longbow will best allow us to do this while still being able to release a shot quickly through the use of Rapid Fire. Most Scouts go with a slower weapon for melee. The exception to this is the Shield—using a buckler will result in far less endurance loss when trying to land a shield stun.

Legendary melee weapons can also be a large help. As a Scout, one frequent source of attack is assassins. By using a Heat-based Legendary weapon, you gain a bonus in damage due to leather being weak to location-based Heat damage.

Example template:

Chest: Golden Scarab Vest
 Arms: Spellcrafted studded
 Helm: Spellcrafted studded
 Legs: Spellcrafted studded
 Hands: Mariasha's Sharkskin Gloves will summon 150 improved-accuracy arrows every 15 minutes
 Feet: Spellcrafted studded
 Right hand: Malice's Axe

Left hand: Spellcrafted buckler
 Two-handed slot: Pyroclasmic Falchion
 Ranged: Braggart's Bow will summon 150 improved-range arrows every 15 minutes.
 Neck: Ancient Copper Necklace
 Cloak: Shades of Mist
 Jewel: Ancient Roman Coin
 Belt: Belt of the Sun
 Right ring: Ring of Seven Souls
 Left ring: Ring of the Tempest
 Right wrist: Ebon Hide Bracer
 Left wrist: Ebon Hide Bracer

Spread out the remaining skills, stats, and resists over the tailored studded items. The AE proc charge on the Braggart's bow is useful. Shooting a door with the proc active will cause it to hit anything within proc range of the doors sweeping an area for enemy stealthers.

On the Battlefield

Solo Tactics

The Scout should strike from maximum range whenever possible. This will help to ensure a possible escape route. Keep moving from position to position. If you get attacked by an assassin while soloing, quickly decide whether to fight or to escape. The intelligent use of Slam and Artifact charges can aid you, whichever you decide. For example, an assassin will cut through a Scout's melee far faster than they can output melee damage, however making use of the Shades of Mist ablative charge combined with the Malice's Axe melee damage reduction can often slow their damage enough for you to fight back effectively.

Group Role

Groups should try to provide consistent ranged damage. Try guarding a certain group member. Attacking from Stealth is important to avoid being singled out for crowd control at the start of a fight. Sureshot can be used to avoid interruption from spells and ranged damage, and to ensure you keep enemy casters interrupted without having to cease firing at any point. Bow attacks will penetrate Bodyguard.

Siege Strategy

There are several different roles the Scout may choose. He can stand stealthed with a shot drawn within range of the keep

walls in order to snipe at enemies, or attack the keep doors with the rest of the sieging force. A Scout can be especially helpful here if they make use of the Fool's Bow Siegelore charge which will enable the Scout to deal a massive amount of damage to doors in a short period of time. When using the Fool's Bow charge, it is recommend that the Scout then switch to a slower delay bow for the duration of the charge in order to maximize damage. Faultfinder is the next best thing for a Scout to hit the doors with, followed by regular bow shots if Faultfinder and/or endurance regen is not available.

A Scout can also position himself a little away from the siege, keeping lookout for enemy forces. Guarding a particular group member or operating siege equipment is good.

Keep Defense

The primary objective for the Scout in this situation is to quickly rain down as much damage as possible onto the enemy. Depending on the position and number of the enemy, it may be preferable to use Volley over targeted shots. A Scout will have to be wary of assassins while firing out of keeps; however, it is recommended you stay within healing range of your group, and if possible be guarded by one of the group's tanks.

Realm Abilities

Below find two sets of realm ability template suggestions listing the RA path at both Realm Rank Five and Realm Rank 10:

Example template One, defensive focus

<u>Realm Rank Five</u>	<u>Realm Rank Ten</u>
Ignore Pain Two	Ignore Pain Two
Purge Two	Purge Two
Longwind One	Longwind One
Toughness One	Toughness Two
Physical Defense One	Avoidance of Magic One
Mastery of Blocking One	Physical Defense Five
Mastery of Pain One	Mastery of Blocking Two
Falcon's Eye One	Mastery of Pain One
Mastery of Stealth Two	Falcon's Eye One
	Determination Two
	Mastery of Stealth Three

Example template Two, offensive focus

<u>Realm Rank Five</u>	<u>Realm Rank Ten</u>
Ignore Pain One	Ignore Pain One
Purge One	Purge Two
Longwind One	Longwind One
Toughness One	Toughness One
Avoidance of Magic One	Avoidance of Magic One
Physical Defense One	Physical Defense One
Mastery of Blocking One	Mastery of Blocking One
Mastery of Pain Three	Mastery of Pain One
Falcon's Eye Three	Falcon's Eye Five
Determination One	Mastery of Stealth Four
Mastery of Stealth Two	Determination One

Shadowblade



The Shadowblade is a character of many skills. They can scout out enemy positions, assassinate enemy support, or protect their realm's support from enemy assassins. There are many potential specialization choices available to the Shadowblade, ranging from the diverse specializations involving five specialization paths to the far more specific specialization paths that utilize the deadly nature of their critical strike line or skills of the left axe.

Shadowblades may choose to run in stealth groups or as active support in nonstealth groups. In stealth groups, it is best if they act as the first layer of contact for the enemy, allowing the hunters in the group to provide covering fire from range, rather than up close in the fight where they can easily be attacked by enemy assassins. In stealth groups, Shadowblades tend to shine in the opening moments of a fight, before the enemy has time to set up counters against their stealthy attacks. The Shadowblade can sneak forward of the main line and engage crucial enemy support classes—in some cases completely removing them from the fight. The Shadowblade may choose instead to stay stealthed near their own support and perforate enemies trying to attack them.

Setting Up Your Hotbar for RvR

Depending on their specialization path, a Shadowblade might choose to have their primary hotbar filled with critical strike attacks that occur from stealth, then have secondary hotbars

full of regular melee styles, realm abilities, and artifact effects. As such, the Shadowblade can do the critical attack that applies to the situation at hand, then switch away from that hotbar to a bar completely related to a prolonged fight.

Armor/Item/Weapon Selection

Shadowblades frequently are unable to obtain endurance regen from their realm mates, so they carry many endurance regen potions and totems (bounty point item). Additionally, it is vital to kill many opponents quickly in order to retain an escape path. Weapons that proc a haste effect or armor pieces with a reverse haste effect can prove valuable to the Shadowblade if they are mixed in with ablative and heal reverse procs. Certain artifacts, such as the shades of mist and Golden Scarab Vest also have procs that can greatly swing the course of a battle.

On the Battlefield

Solo Tactics

Shadowblades who wish to hunt solo should concentrate on areas leading to high traffic choke points—in this way they won't be as much at risk to larger stealth groups who will easily defeat them. In this role, the primary goal of a Shadowblade is to intercept solo enemy reinforcements on the way to the front lines.

When there is already a major fight around a keep or tower, the Shadowblade may choose to roam the fringes of the fight in the hopes of picking off enemy stealthers who are watching for reinforcements. Fringe warfare can be quite productive, especially when the two parties fighting are from opposing realms, doubling the number of available targets.

The realm versus realm Dungeon, Passages of Conflict can also provide an excellent opportunity for solo Shadowblades to hunt lower level enemy players. Players who are killing monsters for experience or drops can often provide the opportunity for the Shadowblade to get multiple kills in one fight as the monsters help with the fight.

Group Role

In a stealth group, the Shadowblade's job is to keep enemy assassins off the Hunters in the group who provide most of

the ranged damage and caster suppression, while also frontloading substantial amounts on distracted or unsuspecting enemy players. They will often concentrate on breaking enemy stealthers from stealth so their group mates can line up their own attacks while the enemy is distracted trying to deal with person in their face.

When grouped with nonstealth players, the Shadowblade will try to protect the support or sneak behind the enemy lines to line up attacks on enemy support. Enemy players who are stealthed or rooted also make very tempting targets. They are usually unable to defend themselves against the Shadowblade's attack and they can be incapacitated quickly if not flat out killed.

Keep Tactics

For a defensive battle, the Shadowblade can best be deployed guarding climb points around the keep. This will prevent enemy stealthers from entering the keep and having free run of the walls to commit mayhem. If a friendly convoker can cast a Prescience Node near the climb point as well, the Shadowblade will be able to line up their attacks better and get the jump on the enemy players attempting to enter the keep. In the event that the climb points are all covered or the fight is taking place inside a tower, the Shadowblade can take the fight to the enemy, dropping off the keep wall and assassinating enemy players who are unwary of their surroundings or are injured after the fact. The Shadowblade can then reenter the keep if need be for health and endurance regen.

In an offensive situation, the Shadowblade will concentrate on stopping enemy reinforcements from making

it into the keep, penetrating the enemy's climb points and killing enemy players on the walls, and protecting friendly archers and casters from enemy assassins. Shadowblades need to stay away from enemy assassin NPC guards and anti-stealth storms and nodes in order to be effective in the fight.

Realm Abilities

There are several crucial abilities on which Shadowblades should concentrate. The first and foremost is Purge. Purge at its various levels can significantly aid a Shadowblade in surviving fights where they do not obtain the initiative and need to clear away harmful effects. Another important realm ability is Mastery of Stealth, which increases the detection range that a Shadowblade can detect enemy stealthers in. It also allows them to move more quickly while stealthed, enabling them to intercept enemy players more efficiently.

There are several other active realm abilities that Shadowblades might consider getting, namely Viper and Vanish. Viper allows the effect of damage over time based poisons to be applied multiple times during a fight, and Vanish allows a Shadowblade to disappear and negate the current effect hitting them. In some respects Vanish is as good as Purge is in terms of allowing a Shadowblade to survive a bad fight.

Shadowblades should purchase passives such as augment strength to increase weapon damage, augment constitution to increase hit points, and toughness to increase hit points. Other passives such as Avoidance of Magic can also negate damage done to the Shadowblade by many of the classes they will face.



Shaman

Shamans are chain mail-wearing casters that specialize in buffing, healing, secondary crowd control, and damage. Shamans are useful in almost any situation, due to a large and varied arsenal of spells. They are highly sought after by RvR groups for their ability to provide uninterrupted endurance regeneration to nearby allies. If a healer is the brain of a good Midgard RvR group, then a Shaman is the heart.

Preparation for Battle

Setting Up Your Hotbar For RvR

During a long battle, a Shaman can use enough spells, abilities, and items to fill five hotbars or more. Organize your abilities so your spells or abilities that are used together, are located on the same bar. An example Shaman set up would be:

First Bar—Main Battle Bar

Second Bar—Concentration Buff Spells

Third Bar—Timed buffs/abilities

Fourth Bar—Power potions

Tenth Bar—Quickbind abilities

Keyboard Configuration

Quickbinding is an essential tool for an RvR Shaman. It will allow you to launch commonly used abilities with a single keystroke, without having to switch to a different hotbar in the heat of battle. To quickbind, type **/qbind Hotbar# Button#**, then hit the key you wish to bind to that ability. Entering **/qbind 4 2**, then pressing **[F12]** will use the ability on the fourth hotbar, second button every time you press **[F12]** from then on. You can type **/qbind** by itself to check your current quickbind keys. Make sure to quickbind any ability that you use commonly.

Creating Useful Macros

The **/macro** command lets you make custom hotbar commands. They can be combined with quickbinding to reduce a cumbersome slash command to a single keystroke. Here are some good macros to make and have quickbound:

/macro MAP /realmwar: Quickbind this macro to have an instant toggle for opening and closing the realm war map.

/macro MACRO /macro ASSIST /assist %t: Use this macro to make an assist macro with your current group's main assist tank targeted. Don't quickbind the original macro, but do quickbind the slot where you put the newly created ASSIST macro.

/macro REZ /bu Rezzing %t: Announcing a second in advance that you are going to rez (resurrect) a target to your battlegroup (change **/bu** to **/g** if you are only grouped) before casting your spell will help prevent multiple rezzes cast on the same player.

Armor/weapon/item selection: Stock up on power potions. Hide your small shield, unless it is necessary for your template, as it draws unwanted enemy attention to you. You can also disguise your appearance using an artifact with a shapechange ability.

Reaching the cap (capping) on your damage type resists is an important part of enhancing a Shaman's defenses. Thrust, Slash, and Crush resistances should all be capped at minimum, and as many magic resistances as possible. Cave specialized Shamans should seek plus duration gear to enhance the effectiveness of their roots, which allows them to counter enemy tanks with the Determination realm ability. High Augmentation specialized Shamans should seek plus buffing gear to enhance their buffing effectiveness.

Egg of Youth (area effect insta rez), Staff of Gods (ranged stun), Ceremonial Bracers (null mez or stun), and Scepter of Meritorious (health/power bonus) are all good items for a Shaman to have. Any artifact that offers shapechanging to disguise you on the battlefield is also a very worthy investment for a Shaman.

Buff yourself first, then others. Give Endurance Regeneration to everyone, then acuity to cloth casters and healers. Next in order of priority are Str/Con and Dex/Qui combination buffs for everyone. If concentration limits you to a single combination buff for some group mates, give them whichever one they prefer. Single stat buffs are your lowest buffing priority and will hopefully be covered by a group Healer. Don't use the Cave Magic Shaman's damage shield buff in RvR. It can end up breaking your own roots.

On the Battlefield

Solo Tactics

Compared to some other classes, the Shaman is not as effective solo, in the open field. Fortunately you can still RvR, if you are unable to find a group, by joining a keep/tower defense.

Group Role

In open field combat, Shamans are necessary group members primarily due to their endurance regeneration buff. Their secondary role is to be a caster-of-all-trades. Knowing which situations call for which spells, comes with player experience and planning.

Siege Strategy

During keep/tower sieges, Shamans are most useful. Their primary role is to prevent attrition of forces by being one-class first aid stations. They can rez fallen players, heal them, and rebuff them. The secondary role of Shamans during sieges is casting offensive spells. Depending on their specialization, Shamans have the ability to fight and interrupt the enemy at range with bolt spells, AoE DoT spells, AoE disease, AoE roots, and AoE buff shearing.

Keep Defense

Shamans fulfill the same roles on keep defense as they do while attacking a keep. Defending Shamans are also the single best class for managing the numerous NPC defenders of a keep, as they can cast powerful non-concentration based buffs and heals on the NPCs while making their rounds. Both Shaman Master Level tracks are also very useful in siege situations, due to the stationary nature of the various magical fields they can create.

Realm Abilities

When you are choosing realm abilities, keep your RvR role in mind. Any ability that increases your odds of survival is a worthy purchase. Here are some buying suggestions based on your class and the two most popular skill specializations:

For All Shamans:

Ichor of the Deep: An uninterruptible, two second cast time AoE root is the ultimate lifesaver for a Shaman under melee attack. Sprint away immediately. Even if the enemy purges the

root swiftly, you will likely be out of melee range. Get a minimum of level one.

Purge: This is a must-have. Disease, DoTs, mezzes and roots will all greatly interfere with your number one mission (which is staying alive). Get at minimum of level two.

Avoidance of Magic: Shamans low hit points make them vulnerable to enemy spell damage. This realm ability is a good place to turn to beef up your survivability. The more levels purchased the better.

Mystic Crystal Lore (MCL): This is a very useful realm ability to have during long battles/sieges. Raging Power is useable while under attack, but has a much longer recharge timer. If you are under constant attack, you won't be casting much anyways, so you will find MCL to be more useful in the long run. Get at level two if you can afford it.

For High Augmentation and some Mending specializations: **Mastery of Healing, Wild Healing, and Augmented Dexterity:** Even though Healers are the best healers, Aug/Mend Shamans will find themselves using their healing abilities often. Spending points on these realm abilities will make their healing more efficient.

Serenity: Spamming group heals from the center of a tower is a good way to keep your group on their feet when they are scattered around during a tower defense. Your power bar won't survive the beating for very long, though. While all Shamans should consider a little Serenity, Aug/Mend Shamans might invest in this realm ability at higher levels to counter their tendency to burn through power faster.

For High Cave Magic and some Augmentation specializations: **Long Wind One:** Hopefully you have at least 32 Augmentation for the yellow endurance regen. Pick up the first level of this realm ability and you will be able to perma-sprint (sprint without losing endurance).

Vehement Renewal: You can take this group instant heal as a great way to supplement your healing repertoire. This power doesn't heal you, just your group.

Mastery of Magery, Wild Power, and Augmented Acuity: Spending points on these realm abilities will add some extra bite to your damage spells.

Skald



The Skald is Midgard's speed class hybrid. Skalds are a Viking-based class intended to help provide speed and melee support to a group's main melee characters. They possess two direct damage spells, a mesmerization spell and an arranged snare spell, in their Battlesong specialization line and may choose between three weapon types, axe, hammer, or sword. Skalds can be effective as solo players if they are fully buffed out, however they will have limited effectiveness if they encounter more than one enemy player at a time. Skalds are far more effective as melee support characters. Their direct damage and damage add (Battlesong specialization path) can increase the lethality of a group's initial attack on an enemy player. They bypass the enemy's melee defenses with the direct damage spells (DDs), while contributing a melee hit as well. A properly played Skald assisting their groupmates and using positional attacks can output quite a bit of damage, however they possess relatively poor defense should the enemy attack. Skalds can use either one or two hand weapons interchangeably. In *New Frontiers*, all classes who have melee styles will automatically earn tireless level I during the leveling process—Skalds get this ability because they have styled attacks.

The Skald is a primary ingredient in a strong group. Skalds provide the needed means of speedy transportation, additional frontloaded damage, and emergency forms of

crowd control that can be used to peel enemies off the group's support classes.

Setting Up Your Hotbar For RvR

A Skald's hotbars are typically set up so that their primary instant damage spells, mez spell, and snare spell are on the main bar with a mixture of melee styles and realm abilities. Secondary hotbars contain the list of chants that come out of the Battlesong specialization path, extra reactionary styles, and artifact and realm abilities that aren't needed instantly. An example hotbar set-up might look the following:

Hammer Skald

Hotbar 10	Hot Bar 1	Hot bar 2
Frosthhammer (side style)	Provoke (anytime taunt)	Speed chant
Provoke (anytime taunt)	Direct Damage spell	Damage add chant
Direct Damage Spell	Direct Damage spell	Body Resist
Direct Damage Spell	Crushing Blow (part I)	Mattery Resist
Mez	Insta-Mez	Heat Resist
Ignore pain (realm ability)	Slam (parry second in chain)	Shield icon (to switch to 1h)
Endurance potion/totem	Insta-Snare	2h Icon (to switch to 2h weapon)
Power Potion/totem	Conquer (rear style)	Cold resist
Shades of Mist icon (Artifact)	Sledgehammer	Spirit resist (follow to conquer)
Warlord II ability (master level ability)	Purge (realm ability)	Epiphany (Skald unique RA)

There are some styles on multiple pages so the player can use the backup style system without switching pages. The backup style system allows a player to select a reactionary, then select another style to back it up if the reactionary opening is not available. For example, Frosthhammer requires the Skald to have a side view of the enemy; however, if they strafe right before you can attack, that style might fail. By using Provoke as a backup, when the enemy strafes, Provoke fires, and the Skald still lands a styled attack. When choosing styles, Skalds should remember that any type of damage over

time, whether it's a bleed or a DoT proc, will break their insta mez and insta stun on the next tick. The direct damage spells are on both hotbars ten and one so while the player is styling with hotbar ten, they can see the direct damage spell timers reset, then use them without switching pages. The timered realm abilities are also kept off the main page because they are only up part of the time.

Armor/Weapon/Item Selection

Skalds wear chain armor and can carry a small, non-specialized shield for defense, and a one-handed or two-handed hammer for melee offense. Due to their relatively low defense, some considerations should be taken to increase their survivability. While buffs do a great deal to increase a Skald's effectiveness, their true survival ability is derived from their items, probably more so than any other hybrid class in the game.

Items that have armor factor or absorption charged buff effects that stack with normal buffs and armor are one way to increase the inherent defense of a Skald. Some Skalds can obtain close to 800 AF from a combination of armor and effects for short periods of time. Another way is to use armor that has reactive health or ablative proc effects. Ablative procs will cast a damage absorption buff on the wearer of the delved value. A 150 ablative proc with 50% absorb means that the proc will fire and the next hit will have 75 damage absorbed from it, the hit after that will also absorb 75 damage, then the ablative effect will fade. To maximize the effectiveness of these tools, make sure a mixture of those effects are present on the armor. Multiple ablative procs do not stack in effect, but multiple heal procs will heal until the owner is at full health. Below is an example of a possible armor setup:

Armor piece	Effect
Chest	Heal reactive proc
Legs	Ablative proc
Sleeves	Heal proc
Helm	Ablative proc
Gloves	Heal proc
Boots	Heal Proc

The armor is listed in order of the frequency that it gets hit. The most common are hits to the chest where a heal proc will benefit the Skald the most by returning the most health

over a given time. However, high value heal reverse proc armor is hard to obtain, while the ablative proc armor is easily obtainable. The heal reactive proc chest pieces are in extremely high demand. Because many of them can be used by any class wearing chain armor, frequently substituting an ablative proc piece becomes needed. A player must pay attention to the delves on the armor they obtain. Crafted armor cannot return the same level of health that some drop armor does, so it may be to the advantage of the player to concentrate on getting higher delve ablatives then getting several smaller delve heal procs.

Weapons are also a source of both offense and defense by nature of their proc effect. Some weapons dropped in PvE zones by high level monsters can have a lifetap effect, high delve ablative proc, or an offensive proc like a damage over time spell or a melee haste spell. Lifetap effects cause a direct damage spell to land on the enemy and return a portion of that damage back to the user, usually of relatively small amounts and subject to the enemy's magic resists. Ablative procs occur when a Skald hits a target and the weapon fires. This then casts a damage absorption effect on the Skald. High delve absorption reverse procs are especially nice on one handed weapons with a fast speed because when a Skald runs out of endurance, they can switch to one-hand weapon and shield. Skald weapons that proc a damage over time effect, or DoT effect, are primarily for use against Skald.

On the Battlefield

Solo Tactics

The solo Scald is a combination of long-range scout and predator on the weak. With high speed as a primary weapon and survival skill, the Scald can spot enemies and choose to intercept or distance themselves without much fear of being caught. Most classes can be caught through simple speed or by choosing a good path to intercept them. Once caught the Scald has a chance of defeating the enemy in melee if they are of the appropriate class. Solo Skalds typically perform best if they are buffed up; however, through the use of certain items gained in PvE, the Skald can temporarily boost their stats through charges for temporary encounters. It is imperative for a solo Skald to take extra care to max all their resists and primary stats. They will get no heals during a typical engagement and should reduce the amount of damage they receive while optimizing their own damage output.

In order to effectively engage most solo classes, the Skald

should try to attack from close range or from behind. They could approach the classes under cover, or once the enemy's destination becomes clear, move to a location where they can hide, then attack the enemy when they approach. A ranged attacker will be given time to cast a crowd control spell or nuke the down the Skald before they get there, so it is important to get in close range before attacking. In the case of archers, the Skald should stealth and escape the initial confrontation, at which point they go from being predator to prey. By engaging at close range, the Skald negates the enemy's range advantage and can increase their chances of survival. Additionally, by attacking suddenly from close range, the Skald can frequently get positional attacks off on the surprised enemy. For the most part, solo main melee classes are a difficult class to defeat for solo Skalds. Main tanks can be defeated through the use of kiting—the act of staying just out of melee range and hitting the enemy with direct damage spells repeatedly before engaging in melee. However if the tanks are high realm rank or well equipped, the odds heavily favor them over the Skald.

Some of the best places for a solo Skald to hang out are near the boat drop off points for the fast attack boats, the dock points where boats are purchased or boarded, and the fringes of battles where enemy reinforcements may trickle in.

Group Tactics

In group combat, Skalds serve as the group's primary means of transportation to and from battles short distances away or beyond the reach of the teleportation stones. Their job is to stay close to their group so the group has speed as often as possible, while alternating to a range of their different chants depending on the type of fight that is faced. Also, depending on their group composition, they should stay close to the group's main assist and aid them in damaging targets with positionals and direct damage spells. In a pinch, they can use their insta mez to temporarily disrupt casters and support classes by either mezzing them or interrupting them mid-cast. The insta snare can also be used to peel enemy tanks off of the Skalds support oriented group mates, however any damage will break the snare effect and the enemy will be free to move again.

Aside from assisting the group's MA, Skalds can help improve the group's survivability in other ways. For instance, if the Skald's group does not have a body resist from an aug Shaman or Healer in the group up, on first contact with an Albion group that has casters present, the Skald could turn on

their Body Resist chant to reduce the damage the group takes from enemy spells. This is like a free heal for the healers in the group. By reducing the damage taken from enemy spells, they have more time to heal by target instead of just using a spreadheal. This saves them power, and extends their ability to participate in the fight. If there is more than one Skald in the group, occasionally it is best to run a resist chant that focuses on the expected attack from the start. This can be particularly effective against enemy mezzes because they are subject to duration loss against high resist targets, and the duration is determined by when the mez was applied. As such, even if the Skald gets mezzed, everyone who had the chant will be mezzed less time if the chant is up or they are resist buffed. If the Skald has the Crocodile Tears Ring artifact from *Trials of Atlantis*, they should be careful using resist chants. Doing so can strip off resist buffs from neighboring groups without warning.

Skalds can also use a damage add chant that increases the damage potential of all magic users in the group. The damage add does not apply to spells or the Skald's instant damage spells; it is purely a melee oriented tool. The health chant in the Skald's Battlesong line is similar to the health regen that shamans have in their mend line—it provides health every few seconds. The number of seconds depends on if the groupmategroup mate receiving the chant is in combat or out of combat. If they are in combat, they will receive one health tick every 14 seconds; if they are out of combat it will regen once every six seconds.

Siege Strategy and Keep Defense

Skalds are not perfectly suited to siege warfare, however they can still contribute in several useful ways. The Skald resist chants and health regen chants can reduce the healing demands on their support classes by allowing some players to regen out of combat or by reducing the overall damage taken by groupmatesgroup mates.

On keep offense, the Skald's limited direct damage (DD) spell range will prohibit them from doing much damage to casters on the walls prior to the outer perimeter being breached by the assault. However, a Warlord Master Level Path Skald can run siege gear attacking the keep. Their improved rate of fire decreases the time it takes to drop enemy structural elements and doors.

Skalds can also roam the fringes of the battle making sure enemy archers have a difficult time attacking the siege force from the open field. They can also stop small groups of enemy

players from reinforcing the keep or outpost.

On keep defense, Skalds serve as roaming assassin killers, siege operators, and provide resist and heal chant to group mates that are on the wall dueling with attacking casters. To effectively combat stealthers, Skalds need to move around in the area near known climb points with a class who can either break an enemy stealth from stealth or who can provide a Prescience node (Convoker ML Stealth Detect font). When the assassin is discovered, the Skald will hit them with their weapon and both their DDs, then use insta mez and call in additional fire support. By being patient, the Skald can guarantee the enemy dies on the wall, in an unrezzable position. A Warlord track Skald can utilize the siege hookpoints on the towers to unleash deadly attacks on enemy siege items and captured outposts, protracting the fight and making it difficult for the enemy to destroy portions of the keep.

Realm Abilities

Skalds have a combination of group support RAs, self improvement RAs for melee and magical damage, and other RAs. At Realm Rank five, Skalds receive Ephiny, which is a group effect mana heal that heals for approximately 20%.

A Skald's magical realm abilities include power regen and damage RAs, which is intended to increase the Skald's spell damage over time. In order to increase magical damage, the Skald should purchase Aug Acuity, Mastery of Magery, and Wild Power. Aug Acuity increases base power pool which controls the number of spells a Skald can cast and gives a small boost to damage output. Mastery of Magery, is a scaling passive percentage increase in spell damage with 5 levels of damage increase. Wild power increases the chance of a spell to crit, and in the case of a Skald's DD, it makes it possible for them to critical hit at all, as a normal DD cannot critical hit. All of these realm abilities will help a Skald combat enemy players who have high magical resists.

Melee realm abilities that a Skald can get make them more likely to critical hit, hit harder, or parry more. Augment Strength is the primary way to increase Skald weapon damage. By increasing strength through realm abilities and equipment, the Skald increases their weaponskillweapon skill, which in turn increases damage and chance to hit. Mastery of Pain is a realm ability that gives the user a higher chance to critical hit, combined with higher weaponskillweapon skill. This means Skalds can output a greater amount of melee damage, which helps combat enemy classes with the Physical

Defense Realm Ability. Mastery of Parry increases the effectiveness of the parry specialization. The higher this is taken, the greater frontal arc defense a Skald will possess. This has no impact on magical damage

Skalds can also purchase some realm abilities that heal both power and health. Ameliorating Melodies allows the Skald to heal group mates for a set amount per tick over the course of 30 seconds, providing in combat healing support, and in some cases allowing players to survive bad damage over time spells, or assassin attacks. Anger of the Gods provides different amounts of damage add up to 30 dps in strength for its several levels. This allows players to do greater damage per strike, which is good for tank combat or killing guards. Speed of Sound allows grouped players to move at speed 4 unstoppable speed until they initiate combat or hit a speedwarp, providing a chance for support classes to avoid assist trains.

Some Skalds may choose to pick up self effective RAs including Purge, Ignore Pain, Raging Power, and Mystic Crystal Lore. Purge will remove negative effects from a player who uses it, allowing a player to remove mez, snare, stun, root, DoTs, or offensive shapechanges cast on them by enemy players. Ignore Pain acts as an in-combat health insta heal. It is not effectedaffected by disease or relic status. Mystic Crystal Lore and Raging Power are both power regen realm abilities that only affect the Skald.

Sorcerer

–Yosarian (Olly Wright)

Sorcerers are Albion's primary crowd control class. With their powerful area of effect mesmerize and root spells they can immobilize large numbers of enemies. They can make good or great damage casters, depending on their specialization, as well as casting an array of other spells to hamper their enemies. Sorcerers can also charm pets that they find in the frontier, including ones with magical powers that can cast damage, healing or buffing spells. This makes them a versatile but challenging class, suited to players who can master the many options open to them. However, with great power comes risk. You will frequently be your enemies' first target, needing the help of your armor-wearing bodyguard and healing Clerics to keep you alive, especially since your thin cloth robes do little to protect you from the weapons and bolt-spells of those you fight. A Sorcerer is not the class for those who mind a sudden and bloody death from time to time!

Preparation for Battle

Setting Up Your Hotbar For RvR

A Sorcerer's many abilities require several hotbars for RvR. Your primary hotbar should contain your area mesmerize, area and single roots, damage spells, area debuffs, quickcast, and any realm abilities you need to access quickly. Some Sorcerers also put cure-mesmerize or amnesia on their first bar. Your second bar should contain your other spells (secondary debuffs, dots, charm), item charges and other realm abilities. You will also need a buffing hotbar for your self-buffs, group chants, and power buffs. A fourth hotbar containing power potions is also useful.

Keyboard Configuration

Although the standard keyboard configuration can be used, the quick reactions needed to master sorcery mean that players often remap their keyboard to put their commonly used abilities close at hand. [w], [a], [s], [d], or [e], [s], [d], [f] for movement are popular, leaving your fingers near your number keys for quick hotbar choices. Then around these keys put the RvR abilities you need most: face, sprint, nearest target, last attacker, and follow. It is also possible to use

quickbinding to map hotbar slots to keys using the **/qbind** command: **/qbind [bar#] [slot#]**.

What truly sets a Sorcerer above his or her peers in RvR is their ability to scan the horizon for incoming enemies and react quickly to mesmerize them. This makes mastery of the camera panning keys very worthwhile. This can be done with the keyboard, although using extra mouse buttons is effective: one recommended configuration is mouse-2 for camera pan, mouse-3 (middle wheel button) for zoom, and mouse-4 for re-center camera.



Creating Useful Macros

Macros are short keyboard commands that have been saved as buttons to put on your hotbar. Common macros are:

- Assist: This gives you the same target as another player.
Use: **/macro <button name> /assist <player name>**
- Repair: Used to repair keep doors and walls **/macro repair /repair**

See the Camelot Herald slash command section for a list of commands that you can use to make macros.

Armor/Weapon/Item Selection

Sorcerers should select their equipment to give them a wide range of enhancements to both their offensive and defensive capabilities. Artifacts, in particular, have many bonuses that

can benefit Sorcerers, such as + cast speed%, + range%, + duration%, and + damage%. The important statistics to boost are dexterity, intelligence, and constitution, as well as hit points. After that, focus on increasing your resistances to all damage types, such as slash, heat, and spirit; making sure you leave no gaps that can make you vulnerable to particular attacks. Bear in mind that these types of resistances are capped at 26%, so it is not worthwhile trying to boost them further. A spellcrafter can custom-make items for you to fit around the items you have found on your adventures in *Atlantis* and elsewhere. They can also be a good source of advice on how to improve your setup. An alchemist can add effects (procs) to your items also; the ablative damage proc in particular is good for sorcerers as it absorbs melee damage done to you.



On the Battlefield

Solo Tactics

The key to solo victory is the element of surprise: mezzing your opponent at range, debuffing them, then sticking your pet on them while you proceed to nuke them. If they get too close, root and run back to maximum range before casting again. Another key is to pick your fights wisely. There are some classes that it is best to avoid solo; if you solo you will find out which ones these are the hard way!

Group Role

Sorcerers are considered an essential group class in Albion, and if you RvR well as a Sorcerer you should find yourself very popular with your realm mates. Focus on staying alert and

winning the opening mesmerize against your crowd control opponents (Midgard Healers and Hibernian Bards). Then root free enemies, watching especially for those enemies on your Healers and Casters. Use your debuffs freely on enemy players: they do not break mez in RvR, although they will break mez on enemy pets, so be ready to root these if you accidentally free them. Another key group spell is cure-mesmerize. Use this on your Casters and Clerics who will stay mezzed for a long time if caught. Area of effect (AoE) mesmerize can also be used to interrupt groups of enemy Healers and Casters which can prove invaluable by preventing your tanks' targets from receiving heals.

Siege Strategy

Sieges often involve ranged stand-offs. In these situations, use your long range amnesia and AoE mez spells to disrupt your enemies. Once a wall or door is breached, try to stay away from the center of the fight (such as up on a wall) to make it harder for enemies to spot and attack you. When attacking a keep a Sorcerer should always check for incoming enemies: mezzing them before they get to the doors can prevent them getting in and reinforcing the keep.

Realm Abilities

Many realm abilities will help all types of Sorcerers: Augmented Dexterity for faster casting and Toughness, Augmented Constitution and Physical Defense for better survivability. Ethereal Bond and Serenity will boost your power, while Mystic Crystal Lore and Raging Power will give you a quick power charge. Mastery of Focus will lower the chance of enemies resisting your spells. Damage orientated players should put points into Acuity and Mastery of Magery which increases damage output. Other more situational RAs can prove valuable: Ichor of the Deep, Negative Maelstrom and especially Purge.

Spiritmaster



Spiritmasters are a pet-class caster with three primary specialization paths: Darkness, Suppression, and Summoning. Darkness consists of lifetaps, ranged area of effect mez, point blank area of effect mez, and some castable and instant debuffs. Suppression has single target mez, strength/constitution debuff, point blank area of effect direct damage (PBAoE), and an attack speed debuff. Summoning has pet buffs, resurrection (10%), and realm castable damage shields. All Spiritmasters have the use of one of five types of pets, the spirit fighter, spirit soldier, spirit swordsmen, spirit warrior, and spirit champion, as well as a baseline root and a baseline darkness direct damage ranged spell.

There are three typical types of specializations that players choose for Spiritmasters. One is Darkness specialization 47 with the rest of the points in either summoning to obtain rez or suppression to obtain str/con debuffs and attack speed debuffs. Another is Suppression 48 with the rest of the points in darkness to decrease the variance on the baseline ranged DD, and a split specialization path which can be any of a variety of combinations of the three. Two useful split specialization choices are 37 dark, 36 supp, 15 summon, and 41 supp 35 dark with the rest in summon. There are also some rare Spiritmasters who choose to go the summoning route—that is to say they primarily specialize in summoning, which consists of pet buffs and a rez. However, not many players choose this option; the

damage is relatively minimal and in modern RvR combat it is difficult to output much damage.

Spiritmasters are the secondary mezzer of Midgard, aside from Healers. They have the only other form of area of effect mez (darkness line) and the only other single target, long duration, casted mez. Additionally, at mid-level suppression specialization, Spiritmasters have access to a demez spell to remove that effect from friendly players and pets.

Spiritmasters also have debuff options available to them that can positively impact a battle, especially when combined with active buff shearing. Str/con debuffs also have a secondary effect of making it easier for spells to hit harder. The lower a target's constitution level, the harder any given spell will land.

Darkness Spiritmasters can also use an insta debuff that debuffs dex/quick, which hinders enemy casters, healers, and archers from performing their jobs at maximum efficiency. Darkness Spiritmasters also possess several casted debuffs that debuff the enemy's resistance to energy, spirit, and body magic. Suppression Spiritmasters also have a single target attack speed debuff, which in combination with their pet's intercept ability, can allow a Spiritmaster with fast casting speed to cast in between enemy attacks.

All of these skills combined make the split specialized Spiritmaster one of the more challenging, yet rewarding casters to play in Midgard. Played properly, a split specialization can change the course of a battle. If the Spiritmaster has a level or two of the realm ability mastery of focus, and the str/con debuff lands, the Spiritmaster could hit as hard as either of the pure specialized types of Spiritmaster while providing substantially greater utility.

With the life transfer spell, Spiritmasters can act as ghetto Healers in some circumstances which transfers the Spiritmaster's health to a group mate. If the Spiritmaster happens to be split specialized, he could immediately turn around and lifetap an enemy or nearby monster and regain all of his health. Darkness Spiritmasters are just like split specialized Spiritmasters with a better mez and a stronger lifetap, but without the ability to PBAoE. Typically, they will choose to minor in suppression or summoning specialization rather than going full 50 darkness. This allows them to rez or use small str/con debuffs or PBAoE in certain situations.

Suppression Spiritmasters are close-range damage dealers, but cannot debuff their own PBAoE damage type like the split specialization can. However, they nuke much harder than a split specialized Spiritmaster and are able to area of effect mez at range.

Setting Up Your Hotbar For RvR

A typical a hotbar for a split specialized Spiritmaster is shown below. Both darkness and suppression Spiritmasters have variations of this same theme. This Spiritmaster is 37 darkness, 36 suppression, 15 summoning. The numbers in parenthesis are the spell level, which can be used to determine what level of Mastery of Focus (realm ability) a player might wish to buy.

Hotbar 10	Hot Bar 1	Hot bar 2
Spirit Debuff	Lifetap (37)	Ranged AE mez
Str/con debuff	Quick cast	Ranged DD (baseline dark)
PBAoE DD (34)	PBAoE DD (34)	Lifetap (37)
Quick cast	Str/con debuff	Quickcast
PBAoE mez	PBAoE mez	Self Buff
Energy debuff	Single target root	Self Buff
Energy DD item charge	Single target mez	Self Bubble
Lifetap (37)	Dex/quick debuff	Pet str/con buff
Demez	Item (with charge)	Pet dex/quick buff
Power PoT/totem/MCL/raging power	Attack Speed Debuff	Pet haste buff

Certain abilities like lifetap, quickcast and str/con debuff should be placed on every bar if possible to allow them to be used immediately should the need arise. Since lifetap and str/con debuffs both extend the life of the caster they should be placed in convenient places. Be careful about putting quickcast and any insta spells next to each other—quick cast can be used on an instant spell and has a 30 second reuse timer that feels like an eternity if the enemy is beating on you.

Armor/Weapon/Item Selection

Armor for any of the Spiritmaster specs should be AF51, high quality armor with ablative procs because it is the best way to combine their pet's intercept ability with their armor's reverse proc and the realm ability Physical Defense. Between the three aspects, some Spiritmasters may find that they can get off

multiple quickcasts during an engagement. Players can get +75 stat bonus from items with +25 by overcapping their gear. The primary and most important stats for a Spiritmaster to max out are acuity and dexterity, which affect damage and casting speed respectively. Casting speed also affects damage output during a fight because the faster you cast, the more damage over time you can output. So while acuity is an important modifier, dexterity can often have a greater effect on the caster's survivability. Other useful stats are constitution, resist piercing, casting speed, casting range, and damage increase from items—all capped at 10%. Some Spiritmasters choose to have extra gear in their bags so when they buff themselves and their pet, the pets will last longer. This gear is typically labeled with "plus buff duration" labels.

A Spiritmaster should wield a two-handed staff with focus in the primary specialized path and darkness. Darkness focus should always be on the staff, as without it, the ranged direct damage will use too much power.

Pet intercept is an ability that is unique to Spiritmasters. The Spiritmaster's pet steps in and intercepts enemy melee and arrow attacks. The closer the pet is to the caster, the more likely they are to intercept. The maximum intercept rate is just under 50% of all attacks when the pet is on the "here" command, which essentially puts its range from the caster at zero. As the pet gets farther away, up to approximately 300 units, the pet will intercept less. The pet's attack mode does not matter when it comes to intercept rate, however you may find the pet stays closer to you when it is on passive mode and doesn't flee if you are attacked from range.

Perhaps the most effective way for you to use the pet is to move to the intended casting position, select here and defensive mode. This way you will benefit from the various procs from the pet while getting the maximum benefit from the intercept capability.

On the Battlefield

Solo Tactics

For the solo Spiritmaster, initiative is the key to victory. Without speed, avoiding enemy groups can be a frustrating experience. However, assuming you avoid the enemy, you could effectively solo because of your ability to mez and root on different timers. First, CC as many of the enemy as possible, then engage the weakest one. Depending on your specialization, this may depend on the enemy group size being manageable and not healing heavy. It is possible with

mastery of concentration and Darkness specialization to kill multiple enemy players.

For most Spiritmasters, solo play will be a very steep learning curve as they get used to how to play. Once you figure out a play style that benefits your reflexes and preferences it can be an entertaining adventure.

Group Role

The job of a Spiritmaster is to inflict damage either by direct action such as PBAoE or a lifetap or by indirect action, such as debuffing energy for a Thane or Runemaster so that they may hit harder. Another job is to back up the primary mezzers by rooting and mezzing or decrease the effectiveness of enemy troops by hitting them with Area of effect debuffs. Spiritmasters can also assist other players who can debuff for their damage such as Runecarving Runemasters for the darkness lifetap and darkness Spiritmasters for their suppression brethren.

Keep Defense

Keep warfare for the Spiritmaster in *New Frontiers* is different than it used to be in the old realm versus realm keep combat. In *New Frontiers*, PBAoE no longer damages through solid structures such as doors and walls, which makes lord room fights somewhat different. There are good things that come out of this change however. GTOE and Volley will no longer hit people inside the lord room who are under a roof. AE nuke on somebody down the stairs from the lord room will no longer hit people out of line of sight.

For darkness Spiritmasters, keep warfare mainly consists of nuking people from the walls and windows, or porting out of the doors on the parapet or citadel and nuking people, or laying Master level abilities on the wall then porting back in. Occasionally, a darkness Spiritmaster will provide security against enemy assassin classes by guarding climb points and using their heightened durability to try to out damage enemy assassins penetrating the keep.

Suppression Spiritmasters are useful in denying access to the keep through weak points caused by enemy siege. When the door falls, the Spiritmaster may decide to take up position on either side of the door and PBAoE those trying to come through it with a healer backing them up with AE stun. If a wall gets destroyed, the Spiritmaster may choose to guard the hole in the wall the same way. On keep offense, when a wall gets destroyed, a suppression specialized Spiritmaster can be

crucial to defeating Animist mushroom farms in key choke points which allows other realm mates to charge through the new gap without taking vast amounts of damage. When it comes time to defend the lord room, the suppression Spiritmaster can take up position inside the friendly tanks and try to PBAoE enemy players as they charge in.

The changes to Mastery of Concentration will reduce Spiritmaster damage in keep settings a fair bit, as many of the large engagements will be at close range where enemy players are well equipped to interrupt casters with all manner of items, Master Level Abilities, and class abilities. This will affect all specialization paths. The only way to avoid it is to buy Mastery of Concentration, which now lessens the damage output of a spell, making low damage spells barely functional until a high level of MOC (level 3 for instance) can be used.

Realm Abilities

You'll want to concentrate on some basic RAs no matter what your specialization is. For magical damage output, concentrate on Mastery of Magery, Augment Acuity, and Wild Power.

Split specialized Spiritmasters should get several levels of Mastery of Focus to decrease the number of resists. Summon specialized Spiritmasters should also get Mastery of Focus so you can get better variance on your darkness baseline Direct Damage spell. Mastery of Focus will not boost the effective spell level above level 50.

Additionally, all Spiritmasters have access to a couple of realm abilities that boost pet damage. Juggernaut is perhaps



the most popular. It increases the level of a pet, enabling added utility and damage in both PvE and RvR fights. Other options include Wild Minion and Excited Frenzy, both of which increase the overall damage output that a pet can do over brief periods of time.

Spiritmasters should also purchase Purge, Mastery of Concentration, and power regeneration RAs such as Mystic Crystal Lore and Raging Power.

The realm rank five free ability for Spiritmasters is Spirit Martyr—a pet sacrifice that group heals the group for the amount of hit points the pet had left.

Thane



Thanes are one of the few classes that can always be doing something offensive in any RvR situation. They have the abilities of a tank class, and can assist those in the front lines to melee down targets. They also have the abilities of a caster class, allowing them to stand off and cast direct damage spells on enemies. With the abilities of both, they can adapt to any situation.

Preparation for Battle

When preparing your Thane for battle, there are several things you should keep in mind. Know your keyboard layout, have your hotbar set up correctly, and make sure you have the correct armor and weapons selected.

Setting Up Your Hotbar For RvR

Setting up your hotbar is similar to setting up your keyboard. It is essential to Memorize what each button does, and what page it is on. With the versatility of the Thane, comes more buttons for the hotbar. Thanes need to have buttons for weapon styles, as well as buttons for their spells. Each Thane will need to find the configuration of their hotbar that works for them. In general though, you should keep the styles, spells, or macros you use the most on your first hotbar, and less used items on later hotbars. If you are in melee more often than you find yourself casting spells, keep more weapon

styles and only a few spells on the first hotbar. If you cast more often than not, keep less weapon styles on your first hotbar. Don't be afraid to have the same weapon style, spell, or macro on more than one hotbar. Just make sure it works for you.

Creating Useful Macros

When setting up you hotbar, make sure you have all the macros you need on the hotbar. Some common macros you may need are an assist macro, a target macro, and macros to print out certain messages in the chat window, saving you from typing them in the middle of battle. Below are several examples of macros, how to make them, and how they are useful.

/macro ASSIST /macro ASSIST /assist %t is probably one of the handiest macros to have. It creates a macro to assist the player you have targeted. This is most important when your group wants to focus their damage on one target. The group sets one player, referred to as the master assist (MA). The rest of the group then uses a macro to assist the player who is the MA. This allows for a greater focus of damage on one target, and greater control of the situation.

/macro TARGET /macro TARGET /target %t allows you to target an individual without having to find them in the crowd. This is very useful when one person is assigned to be the driver—the person who everyone sticks to when you need to move. Press this macro, then the stick or follow key, and you're ready to move out without having to take your hand off the keyboard.

Keyboard Configuration

How a Thane has their keyboard set is up to each individual player's preference. The main thing is to be comfortable with the keyboard set up. Make sure you memorize what key is set to what function. Fumbling to find a key, or fighting the keyboard to do something, can get any character killed fast. Make sure to set a key for everything in the Keyboard screen in the Option screen. Don't be afraid to try different setups, or to change them back. Make sure you are as comfortable with the keyboard settings as possible.

Armor/Weapon/Item Selection

When selecting what armor and weapons to use, make sure to have the maximum resists you can have. They help you take less damage, and reduce the duration and effectiveness of spells such as rebuffs, roots, mezzes, and stuns. Also try to maximize your hit points. More hit points means you live longer. Try to keep your stat and skill bonuses as close to the cap as possible. The higher the stat is, the more of a boost to your abilities they give. The same goes to skill bonuses.

When looking at artifacts, make sure to keep in mind that artifacts tend to have less plus skill/plus stats/plus resist bonuses than most other items. As a trade off, they have unique abilities, whether passive or active, that help you in battle. A Thane should look into obtaining Battler, Belt of the Sun, Ceremonial Bracer, Cyclops Eye Shield, Guard of Valor, Harpy's Feathers Cloak, Maddening Scalars, Malice's Axe, Oglidarsh's Belt, and Spear of Kings.

On the Battlefield

Solo Tactics

While the Thane is mainly a group-oriented class, they can solo reasonably well. They should use their strength and constitution self buffs, and their self damage add buff. Using their two insta-cast direct damage spells, they do reasonably well solo.

Group Role

Thanes can adapt to varying group make-ups. Thanes who are high shield skill and/or high Stormcalling, may want to stay toward the back and guard Mystics and Seers in the group. They can also cast on enemy casters or healers to keep them from doing their job. Thanes that focus on higher melee skills and/or two handed weapons should stay at the front of the lines, assisting the other tanks and using their insta-cast spells to interrupt enemy casters and healers.

Siege Strategy

Keep taking is one area in which the Thane's ability to adapt shines. No matter what state the keep is in, the Thane can always be doing something useful. In a keep-taking situation, the Thane can perform many tasks, from helping run a ram and meleeing down guards, to casting on the guards and other casters on the wall. They can keep busy at any time during the attack. They can cast from the walls on enemies outside and engage in melee once the doors are down. Thanes truly show their versatility in a keep siege.

Thanes can also do well when engaging enemies outside a keep. Thanes can quickly switch from melee with the rest of the tanks, to casting on enemies that try to run or are otherwise outside of melee range.

Keep Defense

In a keep defense situation, Thanes can switch from casted direct damage spells when on the walls, to meleeing any attackers that get through the gates.

Realm Abilities

There are a few realm abilities every Thane should think about getting. When you get them, when you upgrade from level one to two, or two to three, is up to each individual.

With Purge, you can't do anything when you're mezzed or stunned, and debuffs can seriously impact your ability to fight. The faster you can get these spells off you, the better. Purge will remove those negative effects.

Dual Threat is a decent choice, as long as you realize how to maximize your points spent to get the optimal level of return. If you want to maximize your crits for both melee and casting, you should take Mastery of Pain and Wild Power to level 2 before you purchase the first level of Dual Threat, and do not purchase level two until Mastery of Pain and Wild Power are both at level 3. Level 3 of Dual Threat is unlikely to be worth the points; you will get more effect from those last 15 RSP by spending them on another level 2 active.

The extra damage from Wrath of Champions can help turn a battle.

The stun from Static Tempest is helpful in preventing melee types from attacking, and can prevent caster and healer types from helping the tanks, as well as keeping your support from taking damage.

There are other good buys out there, like Second Wind or a couple levels of Ignore Pain, which have become much more cost-effective purchases for thanes. Due to the power of ranged casters in New Frontiers keep standoffs, a few levels of Avoidance of Magic is a wise purchase for a defensive-minded thane. Beyond the few 'must-haves,' just be sure to tailor your purchases to how you like to play your thane; this is much more doable now than it was in the old days when we had the shortest RA list of any class in the game.

Theurgist

–Abaddon Ambrosius, Vigilance Guild (Lee Zaruba)

Theurgists are currently classified as "utility" casters. A big piece of a Theurgist's utility beyond their buffing and chant spells, is their unique-in-the-game elementals. Elementals are only vaguely similar to summoned pets. Elementals are summoned on-demand with a 3-second summoning spell per elemental. They also have a long range of 2000 units. Elementals have limited base lifespans of 60 seconds (earth line), 25 seconds (ice line), and 20 seconds (wind line) before they expire. They are single-target only. You must target an enemy, and that enemy must be in line of sight. Elementals cannot change targets. Elementals are immune to being mesmerized and root, but not stun.

However, elementals share some key qualities with pets. They can continually "interrupt" other players' spell casting, and have to travel a distance and "path" their way to an enemy. They can be killed via spell damage and melee damage. Beyond these universal traits discussed above, each of the three specialized lines has a separate type of elemental. Earth elementals do not have a proc; they only run to the enemy and melee it. Earth elementals run progressively faster as higher level elementals are gained. The top elemental runs fast enough to catch an enemy player who is using speed-five speedsong.

Ice elementals begin their life by trying to cast a direct damage spell on the target, approximately every 3 seconds. However, once struck, they revert to a less effective melee mode against the target. Wind elementals melee poorly. However, they also attempt to stun the enemy with a very short duration stun. This proc randomly attempts to reapply itself to the target continuously once the elemental gets within about 750 units.

Preparation for Battle

Setting Up Your Hotbar For RvR

Everyone's hotbar preference is unique, but most Theurgists consider the following items worthy of putting on their "top 10" primary bar.

- Earth Specialization: Mastery of Concentration, Raging Power, quickcast, earth elemental, ice elemental, baseline level 50 ice direct damage, single target root,

area of effect root, Abrasion (attack debuff), and Purge.

- Wind Specialization: Mastery of Concentration, Raging Power, quickcast, air elemental, earth elemental, wind level 45 direct damage, wind area of effect mesmerize, single target root, Purge, and Runspeed chant.

Theurgists usually have a second quickbar containing personal shields, buffs, runspeed, and bladeturn/pulse-bladeturn spells.

Keyboard Configuration

Keyboard configurations vary so widely that it is difficult to recommend a single configuration. You can try resting your index finger on **[t]** for forward movement, your thumb on **[Spacebar]** for backward movement. Toggle **[r]** for autorun, **[v]** and **[b]** for left and right strafing, and the mouse for left-right turn and mouselook. The remaining two fingers rest on **[4]** and **[3]** for hotbar spells. Place your pinkie on **[q]** for enemy detect, with **/lastattacker** and **/face** and **/stick** mapped on the keys surrounding **[q]**. This way, you can instantly reach hotkeys 1-7 and other major keys without relocating your hand.

Creating Useful Macros

Frequently, a Theurgist casting elementals will choose nonstandard and non-assist targets, as he tries to interrupt targets of opportunity (like enemy healers and casters who step into the open). Because of this, and because the game has added **/stick** and **/face** bindkeys, you might not need to use macros in RvR.

Armor/Weapon/Item Selection

The armor and jewelry items most Theurgists crave include these stats:

- + dexterity: fast casting of elementals, fast casting of the 209 direct damage
- + con and + hits: for survivability
- + duration *Trials of Atlantis* (ToA) items: for extending the duration of buffs and elementals
- + range *Trials of Atlantis* items: % bonuses added to improve range 2000 elementals

The following artifacts are helpful once they are leveled.

- The Crocodile Tears Ring (*ToA*): extends runspeed and pulse bladeturn to friendly realm mates
- The Staff of the God (*ToA*): its instant AE-snare is useful
- Tartaros' Gift staff (*ToA*): grants % increase to power pool. Power is precious to Theurgists.

On the Battlefield

Solo Tactics

If you solo, focus on using your many snare, area of effect root, area of effect mesmerize, single root, snaring pet (ice line), and stunning pet (wind line) measures, to slow your enemy and gain distance. Then kite the enemy and lay damage on them from range 1200 or so. If they start to withdraw, fire your crowd control (CC) spells to stop them. If they slip past range 1500, you can put snare or stun elementals on them before they exceed range 2000 to slow their escape. If you start at moderate to long range against a ranged class, cast an elemental to start interrupting them. If you are an ice Theurgist, fire an ice elemental, then stand behind it—it is very large and obscures you from easy sight and target-clicking.

Group Role

Full earth specializations (Pulsing Blade Turn) require great skill to play well in open field, but can gain great respect from teammates once you show them your worth. This is because you need to focus on many things. Keep friendlies in your pulsing Blade Turn (PBT) radius, cast elementals at enemy casters and healers to suppress them with interrupts, and crowd control selectively to break tank formations. If you keep your adjusted ice specialization high, use your baseline ice direct damage spell to /assist and supplement damage without bleeding much of your precious power.

Ice-earth split specializations that have the eight-second PBT are becoming a common utility specialization choice. Enemy healers and casters make good possible kill targets, if you get the jump on them. You can ramp up heavy killing power with ice elementals, but it comes at a severe power cost so choose wisely.

Wind specializations with 10-second PBT or no PBT, are mainly about their 209 damage direct damage spell. Air elementals will not be very effective against a heavy melee class unless stacked four or six deep—and that costs quite a bit of time and power. A wind Theurgist will often just use one or two of their 20-second duration elementals to create interrupts on separate enemy healers and casters. Then, select

a likely caster, healer, or hybrid target and DD it into the ground with your fast power-efficient wind DD. At full wind specialization, be prepared to use your area of effect (AE) mesmerize spell. Without a Sorcerer around, you'll probably be asked to perform the all-important "first cc" salvo.

Siege Strategy

For all specializations, elementals are very useful to use to attack doors from range 2000, without putting you in harms way from most enemy casters and archers. Keep groupmates and pets buffed, and run your PBT if you have it.

Keep Defense

Earth specializations (PBT) primarily focus on staying in a fairly safe area, keeping as many defenders inside PBT radius as possible, and keeping valuable damage and attack speed buffs on friendly realm mates and guards. Earth can contribute to suppression by firing range 2000 elementals at enemy targets. Beware nearsights and multi-archer longshots, which are among the few attacks that match your 2000 range.

Ice and Air specializations primarily focus on long range attacks with elementals, and, AoE root or Mesmerize when enemies try punching through areas not covered by primary crowd controllers (CC). Repeat-casting of the AoE CC also creates interrupt fields that are effective when paired with a few elementals. Secondly, the baseline buffs are valuable to apply to your teammates, particularly archers.

Realm Abilities

I will assume a Theurgist at realm rank six (50 realm skill points) for easy math.

- Wind Theurgists (45 plus wind) options:
Serenity II, Raging Power II, Purge I, Mastery of Magery IV, Long Wind II, Toughness I, Dexterity I
Serenity II, Raging Power I, Purge I, Mastery of Concentration III, Long Wind II, Toughness I, Dexterity I
- Earth Theurgists (45 plus earth) options:
Serenity Three, Raging Power Two, Purge One, Concentration One, Physical Defense Three, Long Wind One, Toughness Two
Serenity III, Raging Power II, Purge I, Concentration I, Physical Defense III, Mystic Crystal Lore I
- Earth-Ice Theurgists (35 plus earth, 35 plus ice) options:
Serenity II, Raging Power I, Purge I, Physical Defense IV, Empty Mind II, Bedazzling Aura I, Long Wind I, Serenity II, Raging Power I, Purge I, Mastery of Concentration I, Long Wind II, Toughness I, Dexterity III, Empty Mind II, Bedazzling Aura I.

Valewalker

–Board DesBois (Chris King)

Valewalkers are one of the most versatile and unique classes in Hibernia. They are considered a "hybrid" because of their ability to attack from range with spells and melee up close with a two-handed scythe. Because of their versatility, they can be challenging, requiring the finesse to alternate between attacking from range and up close depending on the situation. Think of Valewalkers as a type of fighting mage, complete with cloth armor, five self buffs, a 1500 range lifetap, two instant-cast spells, and a mean-looking scythe.

The hybrid nature of a Valewalker means that they don't necessarily excel at anything they do—in general they cannot outcast a pure caster and they cannot out-meelee a heavy/light tank. However, it also means that Valewalkers can always find a way to contribute to the effectiveness of a group during a battle. Out of mana? No problem, just break out your scythe and start whacking. An enemy is out of range and you have no endurance? Either snare and catch up to melee or stand still and start lifetapping.

Valewalkers and Their Magic

A Valewalker's main and only spell line is Arboreal Path (base line)/Valewalking (specialization line). This spell line adds both offensive and critical defensive capabilities to the class's skill set.

The baseline lifetap spell is the only castable lifetap available to a class that can melee. With a 1500 range, 2.5 second cast time, and 50% of the damage done used to heal the caster, it can be a useful tool for damaging/killing opponents, but also for healing yourself in a pinch. Another part of a Valewalker's offensive spell list is an instant snare and instant DoT (damage over time). While the snare (35% movement reduction) and DoT (highest level does 23 damage/6 ticks) won't kill an enemy if used by themselves, they provide the following advantages:

- Snare is available every 20 seconds
- The DoT is available every 30 seconds
- Both spells are "insta-cast" and interrupt healers and casters
- The snare enables you to catch a fleeing enemy for a back positional stun style or lifetap

- The DoT enables you to boost your damage slightly and keep stealthers from stealthing.

A castable damage shield is available in the baseline Arboreal line. Its highest level provides 4.9 dps, which is higher than the version provided to Hibernia casters. Some Valewalkers choose not to cast the damage shield to prevent a snare or mez from breaking during combat.

A self haste spell in the specialization line lasts for 30 seconds and is castable every 2 minutes. This ability speeds up melee attacks by a percentage based on its level. This spell will not fire if a Valewalker is already buffed with a Druid's haste buff.

The defensive capabilities in the spell line are key to Valewalker survivability in RvR combat. Because they wear cloth, their AF (armor factor) is less than other tanks, so they get hit more often during melee. To help counter this, they have a baseline self shield and a specialized absorb buff. At their highest levels, the self shield provides an additional 250 AF and the absorb buff adds a 33% absorb factor to that armor. These two self buffs combine to give Valewalkers an overall armor effectiveness that falls somewhere in between Reinforced and Scale armor.

Two "procs" included as self buffs in the specialization line add another unique feature to the class. These self buffs add a chance for a Valewalker's weapon or armor to "proc" (cast) a given spell.

When the offensive proc is triggered, the opponent that was hit becomes diseased, which lowers strength and makes healing spells on that character less effective. Only one offensive proc can be active for a character, so such abilities as the level 5 Disarm buff on the Harpy's Feather cloak artifact cannot be used at the same time. If another offensive proc is cast from a piece of equipment, it will overwrite a Valewalker's offensive proc buff. A Valewalker's offensive proc will fail when casted while another offensive proc is active.

When triggered, the defensive proc provides a hit point ablative for a Valewalker, which absorbs half the damage caused by a melee hit up until an amount specified by the level of the buff (for example, the level 33 proc will absorb 25% of the damage from each hit up until a total of 90 hit points). Keep in mind that the defensive proc buff does not

stack with the ablative proc from alchemy or the Vale Defense realm ability.

Valewalkers and Their Melee

The only weapon available to a Valewalker is a 2-handed scythe that delivers slash damage and comes in 3.7 spd through 6.0 speed varieties.

The styles included in the scythe line are primarily positional and reactionary in nature. Positional styles rely on your ability to either get behind or to the side of an enemy; reactionary styles depend on whether you evade or parry your opponent.

Valewalkers have two positional styles: Stunning Blade (15 scythe) and Damaging Grasp (level 44). Stunning blade is a side-positional style that stuns an opponent for 4 seconds and begins a 3-part chain. The 3-part chain begins with the stun and ends with a 198 AoE DD (cold based). The entire chain is: Stunning Blade > Winter's Scythe > Blizzard Blade. This side chain provides Valewalkers with a big punch on the battlefield. If all the styles in the chain land and the last style DD is not resisted, Valewalkers can do between 500-1300 damage against a level 50 opponent. Because of this potential damage, the side chain is one of the most used styles in RvR, especially when assisting other tanks. The Blizzard Blade DD is AoE, so it will break mez and because it is a level 29 spell, resists are high.

Damaging Grasp is a back-positional style that stuns an opponent for 8 seconds and has a medium to-hit bonus. Along with Stunning Blade, this style is the bread-and-butter of a Valewalker's repertoire. Because melee stuns aren't affected by Determination, an opponent is stunned for the full 8 seconds. Once this style lands, most Valewalkers use this time to strafe to the side of an opponent and start the 3-part side chain. The style is key for those Valewalkers that are part of an "assist train" or want to stop a fleeing opponent.

A Valewalker's strength does not lie in face-to-face melee combat, but if the situation does arise there are two reactionary chains that can provide good damage against opponents. The 4-part evade chain is triggered when you evade an opponents attack. With Evade IV, Valewalkers tend to evade more often than they parry, so the opportunity for this chain occurs relatively frequently. However, due to the fast-paced nature of RvR, it is rare that there will be time to complete all 4-styles in the chain. The entire chain is:

- Arboreal Fire (adds 2DPS per swing).
- Foxfire (procs an 18dmg DoT).
- Immolating Sphere (+57 AoE DD).
- Conflagration (+95DD).

Like the proc for Blizzard Blade, the Immolating Sphere has an AoE DD (heat based) that will break mezzed opponents that are near and has a high resist rate because of its level. If all four styles land, this chain can be very effective when soloing or fighting an opponent that has been separated from a group.

You perform your Arboreal Fire perfectly. (+112)
You attack Kodyak with your spear and hit for 283 (-121) damage!
You hit Kodyak for 5 extra damage!
You prepare to perform a Foxfire!
You perform your Foxfire perfectly. (+144)
You attack Kodyak with your spear and hit for 348 (-149) damage!
You prepare to perform a Flaming Scythe!
You perform your Flaming Scythe perfectly. (+177)
You attack Kodyak with your spear and hit for 366 (-157) damage!
You hit Kodyak for 6 extra damage!
You prepare to perform a Conflagration!
You perform your Conflagration perfectly. (+187)
You attack Kodyak with your spear and hit for 373 (-160) damage!
You hit Kodyak for 8 extra damage!
You hit for 77 (-23) damage!
You critical hit for an additional 14 damage!
You just killed Kodyak!
Kodyak just died. His corpse lies on the ground.
You get 953 realm points!

The other reactionary style is part of a 3-part chain that is triggered when a Valewalker parries an opponent. Each style in this chain provides a bonus:

- Sawgrass (debuffs an opponent by 20% for slash damage).
- Thorny Shield (adds a 4DPS damage that stacks with the self buff and provides a bonus to defense).
- Grasping Roots (+33 AoE DD).

You perform your Sawgrass perfectly. (+116)
You attack Piderman with your spear and hit for 298 (-116) damage!
Piderman becomes less resistant to slash damage!
You prepare to perform a Thorny Shield!
You perform your Thorny Shield perfectly. (+135)
You attack Piderman with your spear and hit for 314 (-84) damage!
Briars sprout from your armor!
You prepare to perform a Grasping Roots!
You perform your Grasping Roots perfectly. (+138)
You attack Piderman with your spear and hit for 322 (-85) damage!
You hit for 65 (-19) damage!

Nature's Shield style is the bane of archer classes. Once active, it blocks all arrows in the 180 degree front arc, and still allows a Valewalker to dish out lifetap damage. It does not block spell bolts or thrown weapons using the Battlemaster ML6 ability.

To activate this style, click on yourself or an opponent, press the style, and drop out of combat. The style is now "active" and will remain so until you hit something with your

scythe or click it again. Nature's Shield is very effective against any number of archers in your front arc. While active, you are free to move, use the insta-snare and DoT, and lifetap them down before they know what hit them. With the addition of *Trials of Atlantis*, artifacts such as the Fool's Bow have a DoT component that will land on you whether you block an arrow using this style or not.

There is a short time while casting lifetap (or a self buff spell) that you are vulnerable to arrows while Nature's Shield is active. Smart opponents will time their arrows to fire during this time, so be wary.

Preparation for Battle

Setting Up Your Hotbar For RvR

Because Valewalkers use both magic and melee skills, you need quick access to both types on your main hotbars. Generally, you can place the most important battle skills on the first two bars. Depending on whether you are solo or grouped can also be a factor. Consider the following examples.

Grouped (RvR/Assist bar):

Bar 1	Bar 2
1 Lifetap	1 Taunt
2 Snare	2 Arboreal Fire (evade chain 1)
3 DoT	3 Foxfire (evade chain 2)
4 Damaging Grasp (back positional)	4 Flaming Scythe (evade chain 3)
5 Stunning Blade (side positional 1)	5 Conflagration (evade chain 4)
6 Winter's Scythe (side positional 2)	6 Sawgrass (parry chain 1)
7 Damaging Grasp (side positional 3)	7 Thorny Shield (parry chain 2)
8 Nature's Shield	8 Grasping Roots (parry chain 3)
9 /assist macro	9 End/Power potion
0 Haste	0 macro back to bar 1 (/qbar1)

Solo (RvR/Facing enemy bar):

Bar 1	Bar 2
1 Lifetap	1 Thorny Shield (parry chain 2)
2 Snare	2 Grasping Roots (parry chain 3)
3 DoT	3 Foxfire

- 4 Sawgrass
(parry chain 1)
- 5 macro to bar 2 for rest of chain (/qbar2)
- 6 Arboreal Fire
(evade chain 1)
- 7 macro to bar 2 for rest of chain (/qbar2)
- 8 Taunt
- 9 Nature's Shield
- 0 Haste

- (evade chain 2)
- 4 Flaming Scythe
(evade chain 3)
- 5 Conflagration
(evade chain 4)
- 6 End/Power potion
- 7 End/Power potion
- 8 End/Power potion
- 9 End/Power potion
- 0 macro back to bar 1 (/qbar1)

A hotbar (or two) that contains self buffs, RAs, and useful macros will be needed for either group or solo RvR.

Buff/QBIND Bar:

Bar 1

- 1 Shield
- 2 Absorb
- 3 Defensive Proc
- 4 Offensive Proc
- 5 Damage Shield
- 6 Sprint (/qbind 3 6)
- 7 /face (/qbind 3 7)
- 8 Purge (/qbind 3 8)
- 9 Ichor of the Deep (/qbind 3 9)
- 0 Vale Defense (/qbind 3 10)

Keyboard Configuration

The /qbind command enables you to associate important actions (such as realm abilities) to a single key. This saves you the trouble of frantically scrolling through your hotbars in the heat of battle. For example, you can set the following actions to keys using the /qbind command:

- Sprint to "="
- Purge to "Backspace"
- Ichor of the Deep to "\"
- /face to "Insert"
- /stick to "Delete"

Creating Useful Macros

While grouped in RvR, one of the most useful macros is the /assist macro. Using this macro you can quickly attack and target whichever enemy has been targeted by the MA (main assist) in your group. A useful macro such as /macro SetMA

/macro MA /assist %t lets you create a macro icon for whichever person you currently have targeted in your group. You can then drop this icon on the hotbar wherever you normally have the **/assist macro**.

You can also create macros that enable you to jump quickly between your other hotbars. The following example shows how to use macros to create a "menu" hotbar for jumping to the hotbars most appropriate for the current situation:

Bar 1

- ① **/macro group /qbar2**
- ② **/macro solo /qbar3**
- ③ **/macro pve /qbar4**
- ④ **/macro buffs /qbar5**
- ⑤ **/macro ras /qbar6**
- ⑥ **/macro qbinds /qbar7**
- ⑦ **/macro craft /qbar8**

Armor/Weapon/Item Selection

Valewalkers wear cloth armor. This can be both a boon and a bane to the class. Consider the following benefits and drawbacks to make your own decision.

Benefits:

- Cloth is neutral to all damage types.
- Cloth is cheaper to craft than all other types of armor.
- You have the choice of a robe or vest.

Drawbacks:

- Because cloth is neutral, it is not resistant to any damage type.
- a Valewalker's AF will typically be 100 points lower than heavy/light tanks, which causes them to get hit more often.
- Cloth degrades faster, so repairs/replacements are more frequent.
- Valewalkers are different from most classes in that they must choose and spellcraft armor and weapons that maximize both their melee and their magic skills/stats. What this means is that Valewalkers need to spread out their attribute and skill bonuses more than classes with more focused specialties.

Resists

One thing that Valewalkers share with all other classes is the need to cap their resists at 26%. Many times they will find themselves in the middle of a battle, with both melee and magic attacks hitting them. With ranged casters being particularly effective during keep sieges in *New Frontiers*, the ability to reduce magic damage is all important—especially when that damage is backed up with realm abilities such as Mastery of Magery and Wild Power, as well as *TOA* bonuses like additional range and casting speed.

Stats

The primary stats used by Valewalkers include:

- **Strength:** Affects your weapon damage and weapon skill. Weapon skill affects whether or not you get past your enemy's initial defense checks, such as block, parry, and evade. Strength is the primary stat for improving your melee ability.
- **Constitution:** Determines how many hit points you have.
- **Dexterity:** Affects your chance to evade (50% evade, 50% quickness), chance to parry, and casting speed rates. Casting speed = 1% for every point of dexterity between 50-250, and 1% for every 20 points over 250.
- **Quickness:** Affects how fast you swing your weapon and how often you evade (50% evade, 50% quickness).
- **Intelligence:** Affects your spell damage and the size of your power pool.

Choosing which stats to cap (+75 is cap limit) can be determined by the play style:

- **Melee first/Cast second:** If your play style is more melee-oriented, strength and constitution are primary stats, while dexterity and quickness are secondary. Valewalkers who usually run in group RvR might choose not to put any points into quickness so as to increase frontload damage (increases damage on styled attacks). Evade rates are not as important while assisting another tank. However, because quickness affects how often you evade as well as how quickly you swing your weapon, many players feel that not putting points into quickness to be too much of a sacrifice.
- **Cast first/Melee second:** If you prefer to cast first during battle and enter melee second, intelligence, dexterity, and constitution are primary stats, while strength and quickness are secondary.

Skills

A Valewalker has three skill/spell lines: Scythe, Arboreal Path, and Parry. The most you can add to these specialization lines through equipment is +11. Every additional point put into Scythe increases weapon skill and damage, so most Valewalkers take it to +11. Parry is important for improving defense and helping trigger the parry reactionary chain, so taking it to +11 is recommended as well. Increasing Arboreal Path to 50 (and past) has been shown to have minimal effect on the variance of lifetap damage, so having skill points in Scythe and Parry is the better investment.

Artifacts/Equipment

A number of artifacts and random drops from the *Trials of Atlantis* expansion can be used by Valewalkers to increase:

Attribute	Artifact/Item
Stats and stat cap limits (going over +75 bonus for a given stat)	Ceremonial Bracers, Guard of Valor, Maddening Scalars
Casting Range	Crown of Zahur, Nailah's Robes
Armor factor	Guard of Valor, Spear of Kings, Shades of Mist, Ring of Dances, Atlantis Tablet, Dream Sphere
Hit points cap limit	Belt of the Sun, Spear of Kings, Ceremonial Bracers, Dream Sphere (Note: +200 hit points is the most hit points you can gain through equipment without raising the cap)
Fatigue	Belt of Sun, Spear of Kings
Melee damage	Snakecharmer's scythe, Maddening Scalars
Melee speed	Shades of Mist, Harpy's Cloak, Cyclone Bracer, Spear of Kings, Snakecharmer's Scythe, Maddening Scalars
Spell damage	Nailah's Robes
Power Pool	Crown of Zahur

Valewalkers benefit from Focus, but unfortunately at this time Focus cannot be spellcrafted into a scythe. This means that they will cast a lifetap for 40% more than a list caster would and burn through mana quick. Increasing the mana pool will benefit players who prefer to cast as many lifetaps as possible before entering melee.



On the Battlefield

Fewer things are more important to a Valewalker before a battle than self buffing. The armor buffs alone make a huge difference in survivability—without them, Valewalkers are as vulnerable as pure casters during melee. Each of the self buffs last for 20 minutes. The exception is the self damage shield, which lasts only 10 minutes. Many Valewalkers cast all their buffs at once, and recast them when the damage shield times out. This way they can make sure their all-important armor buffs are always up. When grouping, you can choose to time your rebuffing with Warden/Druid resist buffs that are also on a 10-minute timer. If mana is low, it is highly recommended you cast the absorb and shield buffs first and cast the others when mana reserves allow it.

Solo Tactics

Valewalkers have a variety of tools to work with so they make a good soloing class in RvR/PvP. Keep the following things in mind when you are running solo:

- Keep Nature's Shield active to avoid becoming the victim of archers that are targeting solo'ers and group stragglers.
- Use the /face command to keep an opponent in view.
- Remember to use the instant snare and DoT spells to interrupt casters and healers. When fighting stealthers, use the DoT to prevent them from stealthing while the DoT is active. The DoT spell breaks a snare, so when snaring a fleeing or charging opponent be careful not to cast the DoT as a follow up.

- Keep enemy fighters at a distance for as long as possible. Use the instant snare ability to slow anyone that charges, then get in as many lifetaps as possible before engaging in melee. The realm ability Ichor of the Deep (lotD) is also available to Valewalkers in *New Frontiers*, which damages targets and provides an 99% AoE root. When using a combination of lotD and snare to slow an opponent, make sure to cast lotD first, then snare after the root is broken. Casting it first prevents the snare spell from triggering the root/snare immunity timer on an opponent.



Use your reactionary styles after an enemy fighter closes the distance and engages you in melee. One of the more popular ways Valewalkers use their reactionary styles is to "queue up" their reactionary styles (Sawgrass/Parry + Arboreal Fire/Evade) in the hope that they evade or parry that round and the appropriate style/chain is triggered. For example, if Sawgrass is in quick bar slot 4, and Arboreal Fire is in quick bar slot 6, you would hit "4" and "6" in a round and follow up with the rest of the chain for whichever is triggered. If a chain is not triggered, repeat the same process for the following round.

Other techniques include using the Taunting Scythe style as the anytime styled attack and click the parry or evade style when appropriate, or strafing to the side of an enemy in the hopes of landing Stunning Blade to start the side chain.

When fighting enemy casters, interrupting them is your first concern. Use your lifetap or instant spells to do this. Don't use both instant spells to cause the initial interrupt—rather "save" one of your interrupts in case the enemy quickcasts

root/mez/stun on you so you can quickly interrupt them again after the root/mez/stun wears off. Once interrupted, close the distance and engage in melee.

If you are on low on health after a battle and there are lower con monsters nearby, use your lifetap on them to regain hit points. This is especially useful when fighting in Darkness Falls or near towers where monsters are common.

Keep a supply of endurance, power, and healing potions in your inventory. Without a healer or mana dealer to run with you, these potions can go a long way in making you effective and improving your survivability. A good tip is to place pots in the quick bar, then **/qbind** those slots. For example, if you **/qbind** a potion hotbar slot to "\", press **[e]** (default use key) and then "\" to use that potion.

Group Role

When playing within a group, Valewalkers can fill a number of useful roles:

- Use the ML8 Battlemaster ability (Bodyguard) to bodyguard a healer or caster. While bodyguarding, you can use your lifetap and instant spells to keep enemy casters and healers interrupted, and use your back and side positional stuns to slow down unsuspecting tanks that come too close.
- Use Damaging Grasp to melee stun fleeing opponents for 8 seconds, then strafe to the side and start the side chain. This also provides time to the other members of a group to quickly assist.
- Stand with the healers and casters toward the back of a battle and lifetap enemies from a distance. Melee any enemy tanks that attack you or the healers/casters you are protecting.
- Cast Ichor of the Deep as a secondary form of crowd control behind a mez. Because it is on a 10-minute timer, chances are it will be available for many battles. Its range is 1875, equaling the longest range mez in the game, so you have a good chance of catching an enemy by surprise before they can strike first with their own crowd control. This spell remains castable even while being hit by magic or melee attacks.
- Keep enemies interrupted using your instant spells. The more you interrupt enemy healers, the faster your group will be able to kill.



Siege Strategy and Keep Defense

The utility provided by a Valewalker's spell line enables them to be one of the most effective, if not the most effective tank/hybrid class during keep sieges. When you combine the spells available in their Arboreal line with Nature's Shield to block all arrows in the front arc, keep sieges/defense is a situation where the versatility of Valewalkers can really shine:

- Valewalkers excel at manning siege equipment due to their ability to block arrows as well as lifetap enemies that come within range (such as manning the boiling oil in a tower defense or running siege equipment within a tower/keep).
- The higher walls and numerous windows in the new keep layouts provide an advantage to defenders both in range and locations from which to cast a ranged attack.

During keep and tower standoffs where ranged players are controlling the battle, Valewalkers are the only tank-type class that has a strong enough ranged attack to contribute and be effective. Make sure to assist the other ranged attackers in the group and melee stun any enemy tanks that close in.

Realm Abilities

In *New Frontiers*, Mythic has introduced a whole new geography, transportation system, and keep layout for RvR battles. Along with these high-level changes that change the overall flow of RvR, they have also overhauled the realm abilities system that will affect characters on a personal level.

New Realm Abilities

Valewalkers have lost access to Dodger like all other classes, but have gained some realm abilities that will not only help when soloing, but have the potential to have a large impact when in a group:

- **Ichor of the Deep (lotD):** Spirit-based root plus direct damage spell with a 500 radius that has a 2-second uninterruptible casting time. This realm ability adds another type of crowd control (CC) to Hibernia and greatly improves the group utility of Valewalkers. Cast this spell after the mez on enemies has been purged/timed out as it AoE and will break existing mezzes. lotD is subject to determination/stoicism so the delved value on the timer on its root can be less depending on the target. Any group will appreciate a Valewalker with this ability.
- **Bedazzling Aura:** Grants the group a magic damage absorption bonus based on the percentage listed. In theory, this is a great way to temporarily boost the resistances of you and your group members when running against caster-heavy enemies. But because its effects lasts only 30 seconds, this spell is very situational and would be best utilized by well coordinated groups who can time their attacks to best make use of it. Another attractive group ability.
- **Mastery of Magery:** Increases the effectiveness of a lifetap by the listed percentage. A useful ability for Valewalkers that favor casting during battle and want to maximize their damage.
- **Mastery of Focus:** Increases the level of all spells cast by the listed amount for out-right resistance purposes. This is a nice ability to have because it increases the level of the lifetap, snare, and DoT spells, as well as the level of style procs such as the one on Blizzard Blade. Placing one or two points in this ability is a relatively cheap way to decrease the resistances on your spells.
- **Mastery of Concentration:** Grants a 100% bonus to avoid being interrupted by any form of attack when casting a spell. The effect of the spell cast will be reduced to the percentages listed. While the damage of spells has been reduced when MoC is active, its duration has been increased to 30 seconds—without buffs to improve casting speed, a Valewalker could cast 12 lifetaps during this time. With the variety of abilities available to Valewalkers and the relatively low base damage of their

lifetap (further lowered by MoC), this ability will not be considered a necessity. For higher realm rank solo'ers, MoC + lifetap can provide a valuable tool.

- **Determination:** Reduces the duration of all crowd control spells by a percentage. Previously only available to heavy and light tanks, *New Frontiers* makes Determination accessible to many classes, including Valewalkers. While this addresses one of the biggest issues Valewalkers had with their group ability versus tanks, the decreased effectiveness of this ability especially at lower levels makes it a tougher choice for spending points.

Which Realm Abilities to Choose

Besides the types of realm abilities that have become available to Valewalkers, the cost of those realm abilities has also increased. With this increased cost, it is even more important to choose the realm abilities that fit your style of play. The following is a list of the most popular realm abilities and how they complement a Valewalker:

- **Augmented Strength:** Increases your base strength, which is the stat that determines a Valewalker's damage and weapon skill. It also affects the amount of damage you do on a style proc (for example, the proc on Blizzard Blade). Recommended.
- **Augmented Constitution:** Increases your base constitution which increases your total hit points.
- **Toughness:** Increases your hit points by a defined amount. This realm ability is a better buy than Augmented Constitution at the same level.
- **Augmented Dexterity:** Increases your base dexterity, which affects your chance to parry/evade and your casting speed. Because Valewalkers depend on evades and parries to trigger reactionary styles, this is a useful ability.
- **Augmented Quickness:** Increases your base quickness, which affects your chance to evade and how fast you swing a weapon.
- **Augmented Acuity:** Increases your base intelligence, which improves your lifetap damage and increases your power pool. Recommended for Valewalkers who prefer to cast more than melee.
- **Avoidance of Magic:** Reduces all magic damage taken by a percentage. This only works on damage—it does not

work on disease, DoTs, or debuffs, and does not affect the duration of crowd control spells. With the improvements to casters' range and spell damage through *Trials of Atlantis* and RAs, at least a couple levels of this ability would be helpful.

- **Mastery of Parrying:** Increases your chance to parry. For Valewalkers that typically run in an RvR /assist group, this skill is not a priority. For solo RvR and PvE, it will help your chances of getting off a reactionary chain in face-to-face combat.
- **Mastery of Pain:** Increases chance to deal a critical hit. A critical melee hit can add up to 50% of the damage caused by your initial hit. This is a good ability to take up to at least level 2.
- **Wild Power:** Increases chance to deal a critical hit with all spells that do damage. For those Valewalkers that prefer to lifetap and then enter melee, this skill is a good investment.
- **Ignore Pain:** Heal that grants health equal to the percentage listed. Can be used when in combat. Very useful for solo'ers.
- **Mystic Crystal Lore:** Grants a refresh of power based on the percentages listed. Cannot be used when in combat. The amount of power this ability provides has been significantly lowered, but its recast timer has been shortened. Good for those who cast first and melee second.
- **Purge:** Removes all negative effects but leaves any applicable immunity timers in place. Level 1 purge is on a 15 minute timer but has a 5 second delay. Level 2 is on the same timer but has no delay. Level 3 is on a 5 minute timer and has no delay. Purge is highly recommended.
- **Vale Defense:** Gives the group a 300 point 50% ablative that lasts for 10 minutes or until depleted. This is a group-friendly ability that is free to Valewalkers who are realm rank five and higher.



Warden

The Warden is a unique class that combines buffing and healing with some melee skills. The Warden is group friendly, and has a variety of skills that are useful in every type of RvR situation. Through the use of Master Level and realm abilities, a player can tailor a Warden to be either a more effective fighter, healer, or maintain a balance between the two.

Preparation for Battle

While there are many variations of Wardens, the central abilities of the class are based in the Nurture specialization line. The six second pulsing bladeturn (PBT) is the Warden's most prized spell, so every Warden should specialize to at least 45 in Nurture. Many players specialize to 49 in Nurture in order to get the best versions of all the buffs in this line. The more difficult choice for a Warden is whether to focus on healing abilities or fighting skills. Even Wardens that want to focus on their weapon skill may wish to specialize Regrowth to 16 in order to get the 30% resurrection. Any left over specialization points can always be put into Parry.

If you are doing Master Level Trials in *Trials of Atlantis* (ToA), you have a choice between the BattleMaster and Perfector paths. The BattleMaster path has great abilities like Bodyguard, Grapple, Throw Weapon, and Faultfinder. This is a good path for a Warden that wants to focus on melee. The Perfector path is more suited to the healing Warden, and includes the much sought after Sphere of Rejuvenation and Font of Power abilities.

Setting Up Your Hotbar For RvR

Setting up your hotbars for your Warden isn't difficult, but will depend upon your specialization. Your primary hotbar should consist of any attack styles you will use, a group heal, a targeted heal, a resurrection spell, any Master Level Abilities or realm abilities that you commonly use, and your Pulsing Blade Turn (PBT) chant. All Wardens should set up their buffs and non-combat abilities on a secondary bar. You may wish to keybind some of the items you would normally place on your primary hotbar. This will give you more room to place abilities that you use less often, but need to use quickly, on the primary bar.

Armor/Weapon/Item Selection

The equipment that you choose for your Warden should complement the specialization that you have chosen. All Wardens will want to cap their constitution and hit point bonuses, because your primary goal is to stay alive and keep you PBT chant running. If you are focusing on melee skills, you will want to maximize your melee resists, strength, your chosen weapon skill, and parry bonuses. If you are focusing on healing, you will want to maximize your empathy, magic resists, and dexterity score. Look for items that have cap increases to the stats and skills on which you are focusing. Don't be afraid to use a slow weapon[EM]Wardens have a great self-haste buff.

If you have the *Trials of Atlantis* expansion, there are several artifacts you should consider getting for your Warden. Battler is the most popular artifact weapon for Wardens, though Malice's Axe or the Scepter of the Meritorious would also be useful. The Cyclops Eye shield is a good option if you are looking for an artifact shield. Jewelry slot artifact items that Wardens prize include the Egg of Youth, the Healers Embrace cloak, Oglidarsh's Belt, and the Croc Tear ring. If you are looking for some armor artifacts; the Guard of Valor, the Crown of Zahur, and the Maddening Scalars are good choices. For more information on equipment templates for your Warden, check out the **DAoC Catacombs Warden Forum**.

On the Battlefield

The Warden's role in RvR combat is to keep his group alive, and to finish off stragglers at the end of the battle. Your number one goal is to keep yourself alive and keep your PBT running.

Solo Tactics

The Warden has the ability to self buff and heal. They have a run speed chant and decent melee abilities. This gives the Warden the tools to be self sufficient and handle many different situations on their own.

Group Role

In a group, your main goal is to stay alive. Keep your PBT running at all times and stick with your group. If you are healing, do so carefully and conserve your power, so you don't run out and drop your PBT. Don't be afraid to use your group heal, though. When you resurrect someone, they will either be at 10% or 30% of their hit points, so don't forget to give them a few heals and some buffs.

In melee, the Warden should stick with the "assist train" (assist the main damage dealers), or attack casters that need to be interrupted. The self-haste buff should allow you to swing fast enough to interrupt most casters, thus keeping them from being effective, even if you aren't killing them. Wardens aren't tanks—you should avoid trying to take on tanks one-on-one. However, Wardens are often among the last survivors of a battle, and at that point should go after whatever targets of opportunity are present. You can use your run speed chant to chase people down, then switch to your damage add to finish them off.

Siege Strategy

When attacking keeps, Warden's have several options. Again, keep your PBT running to protect your group. If you are within range, you can use your short bow to attack targets on the battlements. When attacking undefended towers, your group damage add can help those beating down the door. When the final assault is made, stick with you group and keep the PBT running.

Keep Defense

When defending a keep, your tactics will be much the same as when attacking a keep. Use your short bow when you can. Keep your PBT running, and heal those players that are targets on the battlements. As always, stick with your group. If you have the Sphere of Rejuvenation and Font of Power Master Level (ML) abilities, now is the perfect time to use those.

Realm Abilities

Realm abilities are another way you can further customize your Warden. Depending on the abilities you take, your Warden can become a formidable fighter or a powerful healer as you gain realm ranks. Remember that your PBT will stop while you are mesmerized, so you will probably want to take at least Purge one. If you are focusing on Melee, the Anger of the Gods and Thornweed Field abilities will help you and your group. Mastery of Pain and Augmented Strength are two ways to increase your own individual damage output. As your Warden moves past realm rank five, you may wish to consider higher levels of the previously mentioned abilities along with Toughness and Ignore Pain.

The realm rank five class specific RA for Wardens, Fury of Nature, is of benefit to both the Melee and Healing powers of the Warden. If you are focusing on healing, you will certainly want to get Mystic Crystal Lore and a few levels of Wild Healing early on. Augmented Acuity, Serenity, and Ethereal Bond are all abilities that will give you more power to work with. If you find yourself in combat most of the time, you may wish to invest in Raging Power. It can be used while in combat. One level of this ability can help you keep your PBT running while you are still in melee.

Warrior

The Warrior is a mighty fighter. Skilled with all weapons and clad in chain armor, he meets the enemies of Midgard head-on with a ferocity born of his patron deity, Tyr. Foregoing all magical abilities, the Warrior, like his enemy counterparts, the Armsman and Hero, depends solely on his melee skills for both offense and defense. Offensively, the Warrior will typically do less melee damage than his fellow Vikings, specifically the Savage and Berserker. However, on defense, the Warrior reveals his true potential. With many hit points, the most protective armor available, and skills such as Shield, Parry, and Evade, he is able to stand toe-to-toe with creatures that might make short work of another class.

The Warrior's role in RvR is similar to that of the Armsman and Hero: Engage the enemy and protect your allies. However, unlike his enemies, the Warrior is equally capable of doing either, attacking or defending on the fly, responding to the immediate need. This unique flexibility is the result of several factors, the most important being that all Midgard classes, except Mystics, are naturally skilled with two-handed weapons. This allows the Warrior to quickly switch between a two-handed weapon and a weapon/shield and back, using the same attack styles while maintaining proficiency. Since there's no two-handed skill to train, those precious skill points can be spent elsewhere.

As a Warrior in *New Frontiers*, you are at once a fighter, protector, and perhaps a siege master. Charge into the fray, but be aware of your allies, particularly your groupmates. Make sure you are Intercepting for any grouped healer or caster—a well-timed Intercept has saved many lives. Guard a groupmate if you have sufficient Shield skill. It doesn't matter if you're switching back and forth between one and two-handed weapons, the Guard effect will remain up. If you see your charge taking damage, get that shield out and move to them. Put Protect on your healer. Many neglect this ability in RvR since it's only effective against NPCs. However, your Protected ally will be grateful when your group runs into patrolling enemy guards or assaults an enemy keep or tower. On the attack, try to work with others. Unless you're picking the enemy targets for your group, look for others to assist—gang up on the enemy. Carry siege engines: rams, trebuchets, ballistae. Your great strength allows you to carry them with

ease, and well used siege engines will often mean the difference between victory and defeat.

Preparation for Battle

Setting Up Your Hotbar For RvR

The first rule regarding hotkey configuration is ease of access. Generally, you'll want your most commonly used styles, abilities, and macros on your first panel. In the heat of battle, it can be difficult to change panels then activate abilities—particularly time-sensitive actions such as reactionary styles or lifesaving tools such as potions or healing realm abilities. If you have an 11th or 12th action that you must have easy access to, place the ability on page two, then **/qbind** a key to it. For example, you might want to place your Guard ability on page two, then **/qbind** it to your **[g]** key. Now, you can Guard a group mate with a single keystroke. Place commonly used weapon styles on your first panel—you'll want at least one "anytime" style, as well as whichever reactionary or positional style or styles you use frequently. Healing potions, both endurance and health, artifacts with activated effects, and message macros. For switching between one and two-handed weapons and thrown weapons, following, sticking, and facing use the available keyboard binds available in keyboard configuration.

Keyboard Configuration

Your keyboard configuration, like your hotkey choice, is a matter of preference and should be configured in regard to ease of access and movement. The first factor, and that which your overall configuration will be based, is your choice of movement keys. By far, the two most popular choices are the arrow keys or **[a]**, **[w]**, **[s]**, **[d]**. If you use the arrow keys to move, you'll likely activate your hotkey abilities by pressing the one to ten buttons, and should consider binding crucial keys to the left side of your keyboard—stick, face, etc. If you use the **[a]**, **[w]**, **[s]**, **[d]** keys, you likely target and activate abilities on your quickbar with a mouse click and can be freer with your keybinding. However, you will want to keep your important binds within reach of your left hand. In general, the **[a]**, **[w]**, **[s]**, **[d]** setup is preferable, but not mandatory. It allows

for easier targeting with your mouse, but comfort is most important.

Creating Useful Macros

It can be difficult to relay important messages to your group and realm in the heat of battle as you move and attack the enemy. For these situations, consider creating text macros. For example, you might want to create macros such as:

- **/macro Guard /g I'm guarding <groupmate>!**
- **/macro Disease /g I'm Diseased!**

Place them on your quickbar. Pre-configured macros in your Commands window shouldn't be used in your RvR setup—for these, use available binds in keyboard setup.

Armor/Weapon/Item Selection

When arming for battle, choose your equipment wisely. Too many young Warriors focus on offense and damage output, and neglect their strongest asset—defense. Mastery of Parry and Blocking, resists, particularly versus magic attacks, and hit points will keep you alive longer than a few extra points of strength or weapon skill. Warriors, on the front lines, are targets of opportunity for fighter and caster alike.

On the Battlefield

Solo Tactics

While a Warrior is a match for any single enemy, RvR confrontations are typically group oriented.

Group Role

When grouping, make a mental note of who is who. Who is the Healer, the Shaman, the magic caster? Communicate with your group mates and decide on a strategy. Who is main assist (the person who picks the enemy target)? If it's not you, make a macro: **/macro Assist /assist <player name>** and put it on your first panel for easy access. In general, if a group consists primarily of melee classes, the main assist tactic can work well. However, if the group is largely magic casters, consider hanging back and protecting them rather than charging forward. Make sure your Guard and Intercept abilities are in place. If there are other Warriors or Thanes grouped with you, communicate and decide who will Guard whom. If you are the main assist, target soft targets first when you meet the enemy, and never target a melee class—like yourself. Enemy melee targets can take a lot of punishment and time to kill. If

you accidentally target a melee class, quickly change targets. Your first targets should be healers and magic casters, typically wearing robes. Once the fight begins, try to keep in mind where you are and where your group is—don't move out of healing range and don't be baited into the enemy's lines.

Siege Strategy

Keep sieges, both on the attack and defending, can be fun and challenging encounters. If you're on the attack, man your siege engine. Communicate with your allies and determine if the attacking force is targeting a particular wall section or if you're going through the door. If you don't know how to run siege, by all means learn—it's amazingly fun and shouldn't be missed. Always be on the lookout for enemy guards and flanking enemy players. Be ready to guard any group mate attacked by defending NPC guards, particularly archers.

Keep Defense

On defense, you can man and operate any hookpoint siege engine, or drop your own from inventory and attack from the courtyard or wall. If you can't run siege, or there are none available, guard your allies from wall-climbing assassins. Find a climb point and stand reasonably near—not too close—climbing assassins can attack you then jump back down. Attacking siege operators will often target the tops of climb points.

Realm Abilities

If you take a defensive role, you might choose abilities such as Mastery of Blocking, Mastery of Parry, Avoidance of Magic, Augment Constitution, Toughness, Purge and Determination.

If you take an offensive role, include or replace defensive abilities with Mastery of Pain or Augment Strength. You might choose to enhance your strengths or compensate for weakness. For example, if your specialization is 50 Sword, 28 Parry, 50 Shield, you might choose to enhance your shield ability with Mastery of Blocking, or choose Mastery of Parry to compensate for your lower Parry skill. If you are 44 Axe, 44 Parry, 44 Shield, you might want to take Mastery of Blocking and Parry as well as Mastery of Pain, improving all your melee skills. If you are 50 Hammer, 39 Parry, 42 Shield, you might choose to concentrate on Determination, Avoidance of Magic, or Purge before melee abilities.

Wizard

–Iceicebabie (Danny Mitchell)



The Wizard is one of the most powerful characters in Albion, but they are also one of the most vulnerable. As a cloth-wearing caster known for their high damage output, Wizards are one of the primary targets that enemy players will target first. In order to be effective in RvR, a Wizard has to be mindful of their surroundings and avoid rushing into the battle.

There are 3 main focus paths for Wizards to choose from. Most Wizards will focus almost exclusively in their primary path and only put a little bit of focus into a secondary skill. Specific abilities of each of the three paths define how and where the Wizard is most useful in combat.

Fire Wizards have the heaviest damage output and work well in open battlefield encounters, or raining fire down on enemies from the battlements of keep walls. Taking advantage of their high fire specialization, fire Wizards have ranged bolts that can stumble even the heaviest of fighters.

Ice Wizards are vicious when you get up close with their point blank area of effect (PBAoE) abilities, but they also have a variety of ranged attack abilities that one would be foolish to ignore. Ice Wizards work well in keep defense and are formidable on the open battlefield.

Earth Wizards are known for their ground targeted area of effect (GTAoE), which allows them to stand behind keep walls and attack enemies. It is often used for interrupting enemy casters and healers during keep siege and defense. Earth

Wizards are slightly limited on their ranged direct damage abilities, but make up for that with specialized line bolt and area of effect (snare/root/damage) abilities. Earth Wizards work well in keep siege and defense, but are less devastating than fire and ice Wizards in open field combat.

Preparation for Battle

Setting Up Your Hotbar For RvR

Generally in RvR, a Wizard will use 3 main hotbars. One is for buffing and shields, another is for their main attack hotbar, and a third is for special realm abilities. Often the attack bar would be the middle bar so it is easy to switch back to the attack bar.

An example hotbar configuration for an Earth/Ice Wizard could look like:

Realm Ability Hotbar

- 1 Sprint
- 2 Primary DD (Nuke) attack
- 3 Mastery of Concentration
- 4 Mystic Crystal Lore
- 5 Raging Power
- 6 Volcanic Pillar
- 7 Wall of Flames
- 8 Power Healing Potion
- 9 Power Healing Potion
- 0 SetMA Macro for setting up MA macro

Attack Hotbar

- 1 MA macro for selecting targets
- 2 Primary DD (Nuke) attack
- 3 PBAoE
- 4 Quick Cast Ability
- 5 Primary Spec Bolt
- 6 Secondary (Non Spec) Bolt
- 7 Single Target Root
- 8 AoE Root
- 9 GTAoE
- 0 AoE DD/Snare

Buff Hotbar

- 1 MCL Realm Ability (if available)
- 2 Raging Power Realm Ability (if available)
- 3 Primary Direct Damage Attack (In case you forget to change hotbars after buffing)
- 4 Shield
- 5 Absorption buffer
- 6 Blade Turn
- 7 DMG Add
- 8 DMG Reflect
- 9 Power Healing Potion
- 0 Power Healing Potion

Not many Wizards will have as many realm abilities as there are listed on this hotbar. A person should experiment with their hotbars and find what is most comfortable for them. Keep at least one attack type direct damage spell available in the same location on each of the hotbars just in case an enemy catches you while you are on the other hotbars. Use empty slots on the hotbars for additional power healing potions or item/artifact charges and abilities.

Creating Useful Macros

Wizards normally don't need a lot of macros. They are more concerned with having their spells available on their hotbars. However, it is always useful to have a main assist or MA macro. This can be setup either manually each time the main tank changes or you can create a macro to generate the MA macro.

/macro SetMA /macro MA /assist %t

This creates a macro icon for **/macro MA /assist [name of person currently targeted]**. The MA macro can be placed on the main hotbar for use in selecting the same target as your primary group's tank.

Armor/Weapon/Item Selection

Wizards are restricted to cloth armor and magical focus staves. A Wizard will want to choose armor and items that maximize their specific stats, resistances and increase their primary skill specialization.

A Wizard's primary stats include dexterity, acuity, intelligence, and constitution. Select armor and items that increase these stats as much as possible within the stat cap limit (currently +75). Some items may also modify this limit.

Resists are critical in a Wizard's chance for survival. The armor and items should maximize the resistances to melee and magic attacks within the resistance cap limits (currently 26%).

Artifacts and random drops from the *DAoC ToA* expansion can be useful to Wizards in increasing their stats of interest, providing bonuses to all casting abilities, and increasing stat cap limits or providing bonuses to spell range, casting speed, acuity, etc. Some artifacts of interest to Wizards include:

Staff of Gods
Belt of the Moon
Tablet of Atlantis
Bracer of Zo'arkat
Ceremonial Bracer
Cloudsong
Crown of Zahur
Eerie Darkness Lighting Stone
Erinys Charm
Eternal Plant
Flamedancer's Boots
Guard of Valor
Nailah's Robes
Ring of Fire
Stone of Atlantis
Tartaros Gift
Traldor's Oracle

When on the battlefield, a Wizard's powerbar is their (and often their group's) life. If they run out of power, they are not able to support their group or defend themselves. Stock up on high level power healing potions as there won't always be a power font or power song there to help out.

On the Battlefield

Bufs

A Wizard benefits mostly from con, dex, and int buffs. A fully buffed Wizard should have str/con, dex/qck, acuity, dex, and con. A Wizard should also be mindful to keep their personal buffs (Shield, Blade Turn, and Damage Absorption) refreshed. Wizards also have damage add/reflect buffs that they can distribute to members of their realm. These buffs only last 10 minutes and will need to be refreshed often.

Solo Tactics

A Wizard would be wise to avoid getting themselves into situations where they are left solo. But, if one should find themselves face-to-face with an enemy, their tactic will depend entirely on the type of enemy that they face. Against enemy casters, he who gets the first cast off and manages to

interrupt the other most often wins the contest. Against enemy fighters, distance is the only thing that will save you. Ranged attacks often work well as the fighter charges, hoping that you can have them dead before they reach you. Special RA abilities often used by tanks (Ignore Pain for example) make it difficult to kill the enemy before they get to you. The only line of defense available is your targeted root as the enemy gets near. However this is commonly purged or resisted. The concept is to root the enemy as they get near, then quickly put as much distance from them as possible so that the Wizard's ranged direct damage attacks can try and kill them.

Group Role

Because the cloth robes worn by Wizards don't provide that much protection against enemy weapons, a Wizard will want to stay either at the back of a fight or try to mix themselves in with other players. Depending on the situation at hand, a Wizard can either assist their group's fighters (main assist) and focus on individual targets to take them down as quickly as possible, or the Wizard can attack using their area of effect abilities damaging and interrupting all enemies within the target area. Area of effect abilities are often only used if there is no crowd control (mesmerize) available. Earth Wizards can use their area of effect root to help control enemy tanks during group type encounters. It is normally best to kill or interrupt the enemy casters first when fighting in open field battles.

The use of some artifacts that change the Wizard into another form, such as a wolf or a panther and sometimes change multiple group mates form as well, can often be used to help prevent the Wizard from being the initial target when attacked by an enemy force.

Siege Strategy

For siege purposes, Wizards need to understand the range of their attacks and get a good feel for how far away their enemies can attack them from. Try to look for a path to approach targets that doesn't leave the Wizard open to being attacked. In New Frontiers, the high walls of defended keeps offer the defenders a range advantage. Don't stay in the range of enemy attacks any longer than absolutely necessary.

Earth Wizards need to practice and become familiar with setting accurate ground targets without being able to see where their target is located. Learn how to elevate the ground

target so it can be set to hit defenders on the battlements. This is done with the same keyboard keys used to adjust the camera view up or down while holding down the ground target key. Hold down [F5] and use [S] to raise target or [X] to lower the target. This may differ depending on your keyboard settings. Look for positions near the walls that are out of sight to enemy defenders. It is often best if there are several Earth Wizards that can work together and offset their attacks by 2 or 3 seconds. The GTAoE attacks do not do much damage individually, but they interrupt casters and healers. By working with other Wizards and timing your attacks, the GTAoE can be used to keep enemies interrupted. Most players won't stand in an area that they are taking repeated damage for more than 2 or 3 times. This helps clear the walls of the keeps and protect realm mates from enemy casters. Earth Wizards that are good with setting ground targets can also assist siege teams by testing ground targets for clusters of enemies and then calling on siege teams to use **/groundassist** to target that ground target.

Many ice Wizards also specialize high enough in earth that they get the lower levels of the ground target attack. Wizards with this ability should work with other earth Wizards to keep enemy casters and healers interrupted and help keep enemies off the keep walls. The ice Wizard's point blank attack (PBAoE) is useful at helping stop enemy re-enforcements from entering the keep. Look for a position near the doors of the keep where enemy players will have to run through to get into the keep. Use ranged ice snare AoE attacks to slow enemies that are trying to get into the gates, and then switch to the devastating PBAoE as they get near the gates.

Fire Wizards are best at attacking enemies that stick their head out from behind the protection of the keep walls. The fire bolts from the Wizard's one-two punch along with the AoE fire attacks can be painful to enemy forces. Enemy keep guards often offer a great target point for the AoE attacks which will hit nearby enemies that are hiding behind the protection of the keep walls.

Keep Defense

During keep defense, Wizards are the firepower on the walls. In order to survive, it is best to use a hit and hide tactic. Pre target what you want to attack, use strafe keys to side step into view, fire your bolts or direct damage attacks, and as soon as you notice an enemy caster start casting motions towards you, quickly step back behind the protection of the walls. Otherwise you will find your Wizard standing stunned and

then dead. It is also good to use other players (normally fighters) as shields when attacking. Step in behind a fighter so that it is more difficult for enemy players to target the Wizard.

You need to know the casting speed on each of your attacks. When you step out from behind the wall, it is a race between you and the enemy caster to determine which can get the first cast off. In one vs. one situations, the caster that lands the first attack will often interrupt their enemy and get the upper hand for sequential attacks.

Realm Abilities

There are a number of realm abilities available to Wizards. Wizards benefit from realm abilities that improve their casting speed and effectiveness, as well as increased survivability. Some of the popular realm abilities are:

- **Augmented Dexterity:** Increases dexterity.
- **Augmented Acuity:** Increases primary casting stat.
- **Wild Power:** Increases chance to deal a critical hit with spells that do damage by listed percentage.
- **Mastery of Magery:** Additional effectiveness of magical damage.
- **Serenity:** Increases amount of power regenerated per tick.
- **Concentration:** Refreshes the timer on quick-cast allowing for a second quick casted spell without the normal 30 second wait.
- **Mastery of Concentration:** Grants a 100% chance of not being interrupted by any form of attack when casting a spell. The effect of the spell cast will be reduced based on the level of this ability.
- **Mystic Crystal Lore:** Grants a refresh of power based on the level of this ability. Cannot be used when in combat.
- **Raging Power:** Grants a refresh of power based on the level of this ability. Can be used when in combat.
- **Purge:** Removes all negative effects but leaves any applicable immunity timers in place.
- **Volcanic Pillar:** AoE damage spell with 500 radius. 2 second non-interruptible cast time.
- **Decimation Trap:** Trap version of Volcanic Pillar that lasts 10 minutes or until detonated. Energy based.
- **Class Unique:** Wall of Flame (Obtained automatically at Realm Rank 5): Insta-cast spell that drops a ward that pulses a 150 radius PBAoE fire based for 15 seconds.

Pulse is 400 points of damage every 3 seconds. Ward dissipates if the Wizard takes any action including moving.

Transportation in *New Frontiers*

There are four main methods for transit in *New Frontiers*: you can run to a given location, you can teleport there, you can buy naval vessels, or you can take fast attack boats over to the enemy shoreline. All methods have advantages and disadvantages which will be discussed in the following pages.

Teleporting



New Frontiers has introduced a new teleportation system to the game to enable quicker transit between the keeps and zones in the realm versus realm area. At each keep and at the Borderkeep, there are small pillars to mark the teleport zones. Walk over to one and click on it or type `/realmwar`, then select the keep where you wish to go.

The keeps you are currently able to teleport to will have a small white halo around them. Your position on the map will be marked with a small white dot that dynamically updates as you move across the terrain.

The Teleport permissions are determined by a concept called "The Supply Line for Keeps". Basically, it is a path that can be taken to the front lines. If you own all the keeps along the given path, the supply line will be considered "open" and you will be able to teleport from any portal pillar to the keeps along that path. The paths are organized by which side of the river the keep is displayed on the realmmap. So for example, if your realm owns all of its keeps and you wish to teleport to the coastal keep, you would walk over to the transport pillar



and click on it. Then you would select the coastal keep and click on the teleport button in the `/realmwar` window. You will then be transported directly to the courtyard of that keep. If you own all the keeps on a given path to the ocean, then capture any Enemy coastal keep and its towers, you will be able to teleport to the conquered enemy keep from anywhere in your supply line.

There are two ways to cut the supply line so that the enemy cannot transport. The first way is to take a keep along the path. The supply line will therefore be shortened and the enemy will only be able to teleport to the next keep closer to the borderkeep in the supply line. The second way is to take a tower around a given keep. A realm must own all four towers around a given keep to make that keep a valid teleport destination. This second method of attack only denies the enemy teleportation to that part of the chain, not the rest of the supply line.

Building a Supply Chain

In order to build the chain you must take keeps in pairs. You must also control every tower associated with the taken keeps to fulfill the teleportation requirements.

Building the chain

Realm	Link 1	Link 2	Link 3	Link 4
Albion	Hurbury/Renaris	Sursbrooke/Boldiam	Erasleigh/Berkstead	Benowyc
Midgard	Fensalir/Arvakr	Glenlock/Hlidskialf	Notmoor/Blendrake	Bledmeer
Hibernia	Ailinne/Scathaig	na nGed/da Behn	Crimthainn/Bolg	Crauchon

After completing the chain for your realm's frontier area, you can then continue the chain into enemy frontier areas by

taking keeps there. Start with the enemy frontier's coastal island keep and work in reverse to build a supply chain that will connect all keeps in that realm's frontier to yours.

Fast Attack Boats

Along the rivers and inter-coastal waterways of the realms you will see small dock structures with merchants standing on the shore near them. These docks are intended to provide quick, transportation to other parts of the realm war zones.



Each dock merchant sells tickets to two sections of each the enemy coastline. One ticket will take you directly to the enemy coastal keep (Bledmeer, Benowyc, Cruachon), and the other ticket will take you to a section of the coast that is somewhat away from enemy keeps. You can jump off these vessels at anytime, and can stealth while on them. In order to use the boat merchant, click on them and purchase the ticket to your desired destination. After purchasing the ticket, hand it back to the merchant and read the dialogue they give you. You have about 1 minute to board the boat before it takes off. Board the boat by double clicking on it or using your "get item" key, which is bound to the keyboard as a default **[g]**. These boats will disappear when you arrive at your destination and enemy docks cannot be used to return to your homeland.

The boating system is not without risk however, enemy defenders can lay in wait at the drop off zones and try to massacre you as you come in to shore. If you take a boat from the far interior of your realm zones to the far part of an enemy zone, you can arrive to a pitched battle with your timed buffs near expiring, or you can be killed while

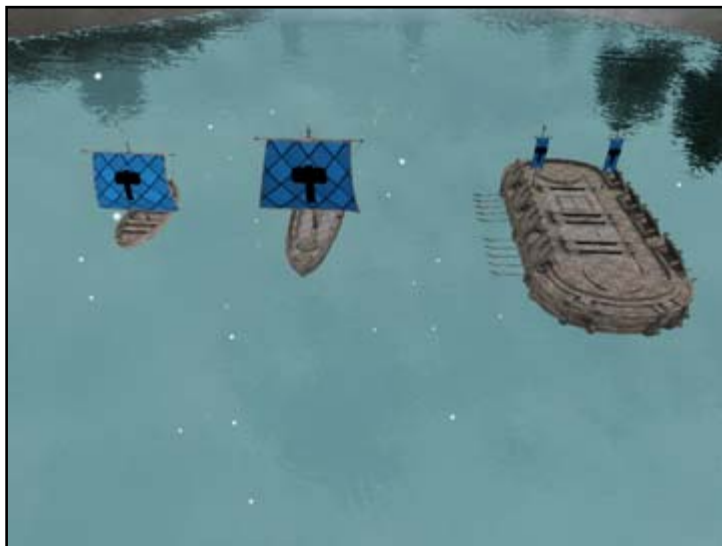
attempting to board the boats in the first place. The dock areas are a favorite hangout for stealthers of all realms.

Frequently a passing raiding party will make a sweep of the area to catch anyone who is not paying attention with their back turned.

There are some other advantages of the boating system however. The docks function regardless of how many keeps you have under your control. What this means tactically is that if your realm is under a major siege by an enemy realm, you can send a raiding party out by fast attack boat to cut their supply line and make it so they can no longer teleport in reinforcements to the area they are attacking.

To give an example, assume Midgard has managed to capture four Albion keeps, and are preparing to make an assault on the Relic shrine. Albion could send out a force of several groups and capture Glenlock, thus cutting off a major avenue of teleporting. If they were then to take Hlidskialf Faste, the Midgard troops would not be able to teleport to their Albion conquests from the mainland or release there if they should die somewhere. This can then allow the remaining Albion defenders to mount a counter attack, and eventually wear down the enemy until they have to regroup in their homeland and retake their keeps in order to continue the attack. If your supply lines are ruptured but you need to get to your coastal keep to defend it from attack, you can buy a ticket for a foreign realm and ride the boat until you get close to your coastal keep, then jump off. This is much faster then running there, especially if you lack speed.

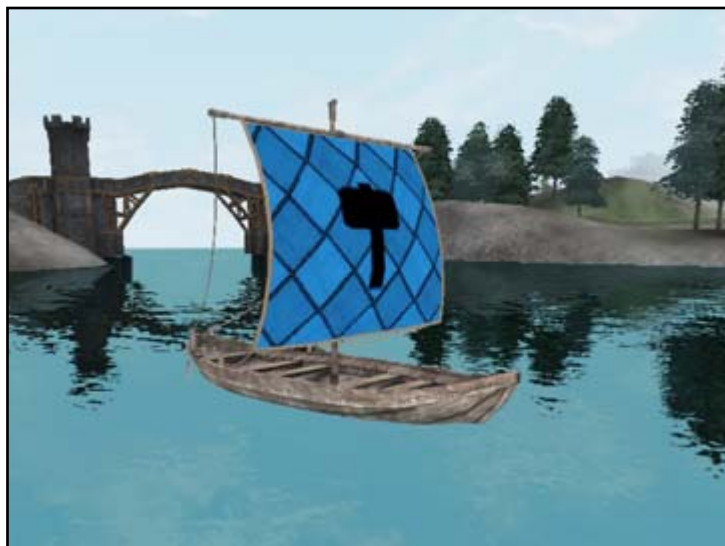
Controllable Boats



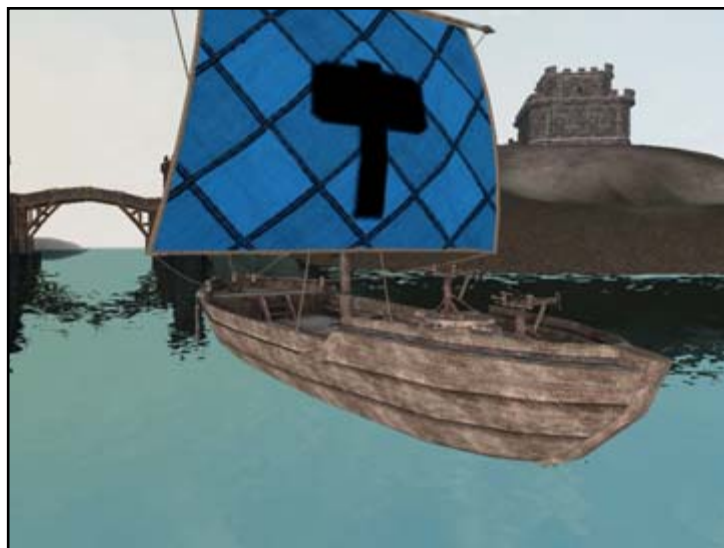
New Frontiers introduces a naval aspect to realm vs. realm combat for the first time. Players can buy controllable boats of three sizes from dock merchants. These vessels provide protection against enemy area of effect attacks, siege, and provide transport for raid forces. The vessels available are the scout ship, the galleon, and the warship. The scout ship is a fast transport, the galleon a medium armed transport, and the warship is a mobile siege battery of impressive strength.

Boats can only be built in your home frontier. Once they arrive at their destination, they cannot be picked up. If a boat is abandoned for more than 30 minutes, it will decay and sink below the waves. Each boat has a minimum and maximum crew capacity; if the boat dips below the minimum capacity it will cease to move. Boats can be sunk by enemy siege, however player attacks are relatively ineffective. The boat captain can easily escape the players before they can inflict significant damage. Only ranged targeted spells may injure players on board a vessel. These include single target spells and arrows. Once sailors board the vessel and take a seat, they cannot move, cast, shoot, or do any other actions without first standing up. Players can, however, sit next to a siege hookpoint onboard, then operate the siege regardless of whether or not the vessel is in motion. In order to switch seats, the player should right click on the hookpoint they desire to move to.

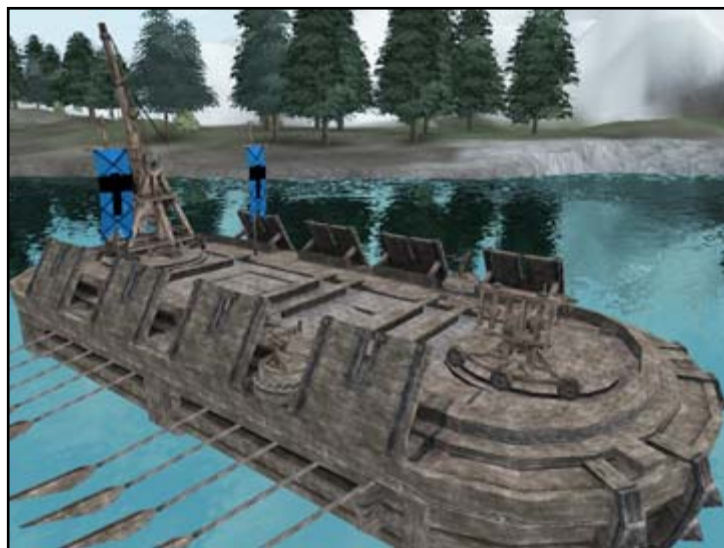
In order to board a boat, a player must use the **/Vset** command. To get off a boat, the player must type **/disembark**. At least one player must sit in the captain's chair to steer the boat. At maximum capacity, all vessels will move at the same speed; each person under the maximum capacity will decrease the vessel speed by 3%.



Scout boats are small, easily controlled vessels. They require a minimum crew of 1 with a maximum crew of 8. They are primarily useful for locating enemy fleets, or inserting small groups deep into enemy territory. The scout vessel is unarmed.



The Galleon is an armed medium transport, it has two siege hookpoints and requires a minimum crew of two people to launch, and a maximum crew of 16 people. These vessels are good for inserting medium sized attack forces and acting as a mobile siege platform for smaller attack forces.



The Warship is an impressive vessel with four siege hookpoints, a minimum capacity of four people, and a maximum capacity of 32 people. The vessel has an impressive number of hit points and is the best vessel to bring if the

players need a vessel capable of slugging it out with a number of enemy ships or realm structures. Warships are also the ideal vessel to transport a relic on, as they are the hardest to sink.

Overland Transport

Frequently, an army needs to simply walk to the next keep. The next target may not be near water or the supply line might not be active far enough up to allow players to port right to the hot spot. Now that siege can be moved from place to place, armies will need to escort the siege equipment as it trundles to its new position. Relics cannot be run with speed active, they must be trudged back across the terrain slowly, under constant attack. There are monster camps scattered through *New Frontiers* that require a skilled navigator to drive through with a large force. All of these things combined mean that while there is a much easier transport system available to the players, it can only benefit them to take the time to learn all the routes between important places, where to go to buy siege, where mob camps are, and the shortest and easiest routes between locations. Quite often, the players who know the terrain best will have the advantage in the fights.

The overland system is the last resort of the overwhelmed realm. If your supply line is broken and your fast attack boat docks are compromised, you can always run and swim the route to where you need to go. Sojourner level II makes it easier to navigate through the rivers, and in some cases it's smarter to swim underwater to avoid detection by rampaging enemy units. The rivers are like arteries running.

Siege Warfare

In *New Frontiers*, there are three types of realm structures besides the Relic Shrine: keeps, outpost towers, and milegates. Milegates are the only structure without guards inherent to them; we'll talk more about them in the following chapter. Consider keeps as the main command post of a region, and outposts as small firebases around the main command outpost that provide intelligence on enemy movements and low level guard patrols. Outposts serve as the control web around the keep; if they are lost the supply chain to that keep is broken. So while a keep is the base of power, the outpost serves as the control of a region. In order to capture a keep, one must first remove its source of power, its outposts. Both keeps and outposts can be claimed and upgraded, with higher levels generating higher guard patrols and more NPC hookpoints inside the structure.

Hookpoints

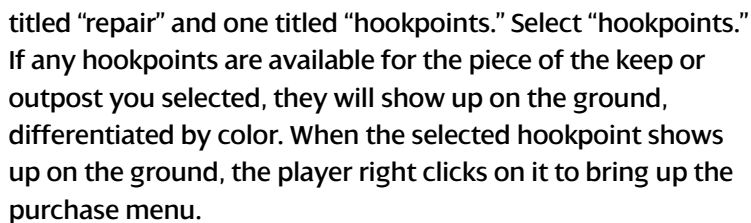
Hookpoints were first introduced into the *DAoC* world with *Foundations*. A hookpoint is an area in a structure that is capable of holding an NPC or device. In *New Frontiers*, there are four types of hookpoints, designated by four different colors: yellow, blue, green, and red. As a keep upgrades, the cost of the items for the hookpoints will increase, with the exception of siege items. After purchasing an NPC, they will be controllable for five minutes and will last for thirty minutes. There is a limit to the number of NPCs that can be bought at a keep, so make sure that they will be the most effective choice at the location they are purchased. A buyer can choose to use coin, personal bounty points, or guild bounty points.

Red hookpoints are used to buy defensive NPCs at keeps and outposts. You can purchase melee, caster, archer, healer, or assassin NPCs for this type of hookpoint. Once each type of NPC is purchased, the player who bought them can interact with them and set them to the mode they wish to use. For melee NPCs, the player may choose for the guard to use a larger shield, a two-handed weapon or to use a one-handed weapon and a medium shield (Default). The player can then choose the melee NPC to play as either defense or offensive. With melee NPCs, choosing "Shield" and "Defensive" can afford some protection against enemy archers.

If an Archer NPC is purchased, the player is given the option of a short bow with higher damage and shorter range, a long bow with low damage but long range, a medium bow with medium range and damage, or a lesser quality bow but heightened melee ability.

If a caster NPCs is chosen, the following options are available to the buyer: "Damage", "Crowd Control", or "Poison attacks." If an assassin is chosen, the buyer can choose for the NPC to be either "Evasive" or to use poison against enemies. Having made that choice, the buyer is then asked if you wish for the assassin to defend the part of the structure they are bought at (Stand guard) or attack enemies throughout the keep. These NPCs are the best defense against enemy assassins attempting to infiltrate the keep.

The last option to purchase at a red hookpoint is a healer. The healer has three modes of attack. The first mode is to heal large amounts very seldom, the second mode is to heal small amounts more frequently, and the final setting is defensive—meaning the healing NPC will absorb more damage, but will heal less often.



There are five basic types of siege gear: the ram, the trebuchet, the catapult, the palitone, and the ballista. Some are intended specifically to take out realm structures such as the keep walls, outpost structures, and keep doors. Others are intended to suppress enemy players. Most of the siege can be bought off of housing merchants and in the small villages near the relic shrines. Keeps and outposts also have hookpoints on them that allow players to purchase siege directly at the keep. Galleons and warships both can use utilize siege on their hookpoints. Siege damage cannot be resisted through the use of magical resists or resist buffs, nor can it be debuffed for.

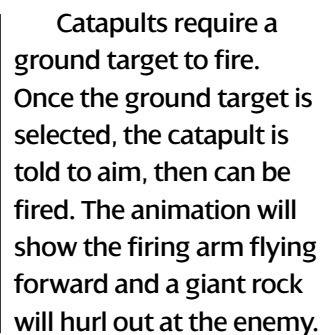
In order to operate a piece of siege, the player should build it or buy it, then position themselves close to the object. A window pops up on the screen showing the buttons to aim and fire the siege. Some siege weapons can use crafted ammunition that can cause different types of damage. Hookpoint siege lasts for 30 minutes, this includes siege bought on boats.

Trebuchets can also be bought on a green hookpoint. Trebuchet's are intended to pummel an enemy structure and put gaping holes in its walls, to reduce the ability of enemy structures to emplace siege equipment, or to use the red hookpoints. A Trebuchet will do roughly four times as much damage to a keep or outpost wall as a Palintone, but will do less damage against enemy siege equipment and players.

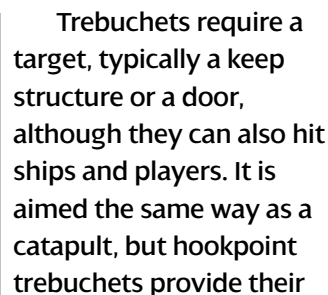
Blue hookpoints are for buying specific, non-combat NPCs. Available for purchase are healers (to restore constitution), hasteners, dyemasters, arrow merchants, smiths, rechargers, bounty merchants, and poison merchants. The cost for these NPCs is lower than the cost of the fighting NPCs because they are of relatively limited use and do not defend the keep.

Yellow hookpoints provide access to boiling oil. Keeps have two yellow hookpoints while tower outposts have one and they are always located directly over the gate.

In order to use a hookpoint in the new realm structures, the player must go to the place in the keep where they wish to place an object, then right click on the structure. Doing this brings up a small window with the name of the keep, its current level, its targeted upgrade level, and who it is claimed by. At the bottom of the window there are two buttons, one



Catapults are the best siege gear to use against players.



own ammunition. The damage produced is best when a keep structure is targeted.

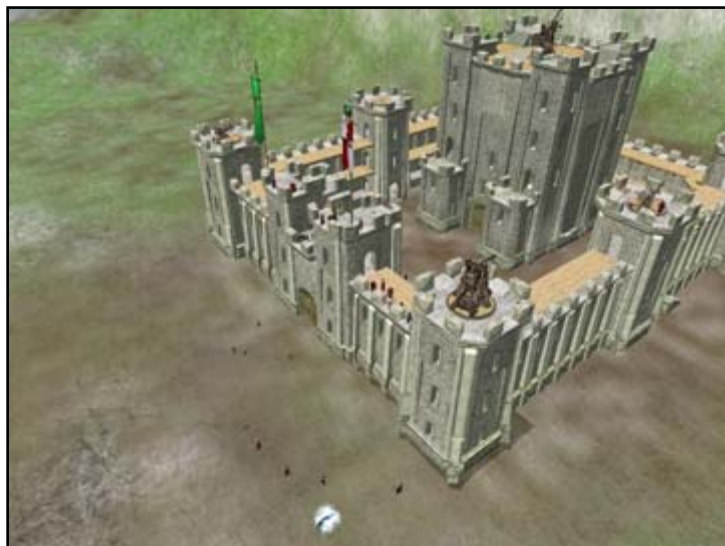


Palintones are the anti-siege weapon. If the keep is being bombarded by enemy siege, immediately build as many palintones as possible to minimize the damage. Palintones require a target in order

to fire. Once the target is selected, the aim button is depressed, then the device will arm and fire on command.



Keeps



A keep consists of a wall with a gatehouse and towers interspersed along it at strategic points. Inside the wall is the citadel, a tall structure which houses the lord and his personal bodyguards. Each tower marks a higher point along the wall or the corner of the citadel. On top of each tower is a hookpoint for siege and hookpoints for NPCs. The walls and towers of the keep can be battered down by enemy siege. When that happens the hookpoints inside no longer function until the piece is repaired.



Upgrading a Keep

Once the keep, its level can be set by the claiming party, and the upgrading process will begin. The upgrading process is not fast however; it takes 24 hours to upgrade a keep from level 8 to level 10.

As a keep upgrades, the level of the guards, wall pieces, and lord also increases. When an outpost piece or keep piece upgrades in level, it gains more hit points and becomes far more difficult to destroy. Additionally, the keeps gain elevation on their towers, giving additional range to siege and archers and making it difficult for attackers to get close enough to the keep to do substantial damage to the players on the wall. By upgrading a keep, the number of active hookpoints available increases, allowing the defenders to place more NPC guards.

There are other ways to upgrade the defense of a structure besides clicking the upgrade button. A buffing class can give the NPC defenders buffs, a crafter can give the permanent guards and lord crafted equipment that does greater damage than their standard equipment. Equipment dropped from monsters in PvE can also be given to guards, however they will not accept equipment that is sub par quality or of too low a level.

Claiming a Keep

In order to claim a keep, a full group of players must travel to the lord room of the keep and right click on the lord. This brings up a menu that displays keep lord type (which is either melee or magical), keep target level, keep current level, and a claim/release button. The group leader must interact with the lord, and appropriate guild permissions must exist for them to be able to claim.

There are several good reasons to claim keeps and outposts. The guild that has a keep claimed will get a report from the guard commander regarding the size of an attacking force. This provides warning to the home realm if they are invaded beyond the small flame on the realmwar map. Also, keep and outpost ownership generates a bonus to realm points gained through realm versus realm combat. The harder the keep is to hold onto, the larger the bonus.

Claiming a keep deep inside enemy territory also adds to this bonus, as well as to damage output if you are fighting in the region near the keep. Keeps control the milegate doors leading to the relic valley. Lose too many and the doors swing open, allowing an enemy to rush through to the less protected relic shrine.



Defending a Keep



The first principle behind keep defense is to determine the enemy's point of attack. Once the direction the enemy is attacking from is clear, steps must be taken to counter their attack. If they are using siege, purchase palintones from the tower hookpoints. If they are trying to ram the gate, employ boiling oil. When the outer gate is intact, buying ranged damage NPCs guards is more productive than melee guards, although stealth guards have definite uses when it comes to defending the players on the wall.



Concentrate NPCs on the enemy's concentrated points of attack—this way the NPCs will deal the most damage to the attackers. If there is a broken gate, put NPC casters in the

towers on either sides of it to provide suppressive fire and help prevent a rush by the enemy.



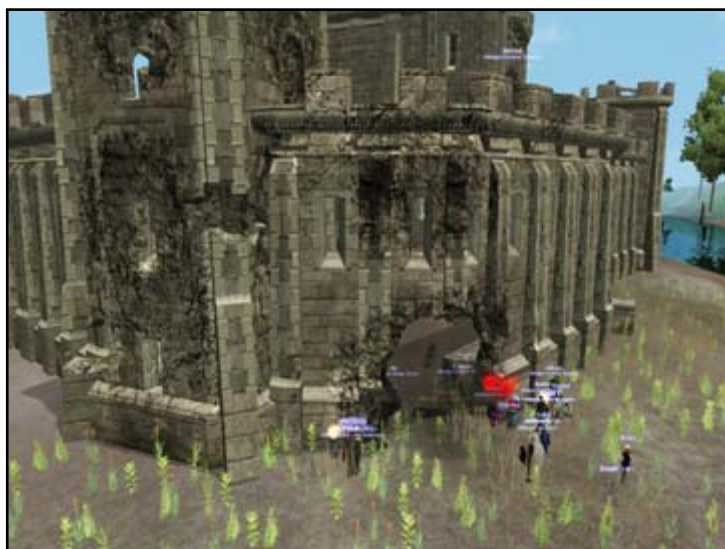
Just before the lower door gives way, power traps, DD storms, and str/con storms should litter the basement level. This forces the attacking force to wade through an interrupt and damage storm that restricts their ability to heal and inflict damage on the defenders.

Provide strong support to the keep lord as the final push at the lord room occurs. Buff the lord, give him high quality items to up his defense and offense, and give him a casted damage add and a realm targeted bubble. Near the point of attack, place drain storms and str/con storms to make the enemy fighters less effective.

Attacking a Keep



There are two primary ways to penetrate a keep: through the door or through the walls. You can break a door by using melee characters to melee it down, or with a trebuchet, a ballista, or a ram. Each attack method has advantages, but the most effective way is the siege ram with a full compliment aboard it. The disadvantage is that it leaves the sieging party vulnerable to boiling oil and to defenders attacking the ram operators who cannot fight back. Trebuchets are effective in destroying walls and have limited effect on doors, but allow the doors to be damaged from range. Ballista and melee attacks against doors and walls are ineffective unless the structure is very low level. However, they are a good way to kill time if the structure is unoccupied or is a remote tower that the attacking force does not wish to ram.



Breaking into a keep is not an easy task. In order for any attacking siege to manage a significant lifespan, the keep's siege hookpoints must first be destroyed. Do this by placing multiple trebuchets at an angle to the keep so only one tower hookpoint can fire down on them. Then concentrate their fire on that structure. When that structure is down, the siege operators should move their trebuchets farther and engage the next tower, reducing that tower to rubble. With two towers down, they can no longer spawn siege or NPC guards. The trebuchets should concentrate on a wall or several wall segments between the two destroyed towers. Once those sections have been reduced, a large hole appears at ground level, and the NPC guard hookpoints will no longer spawn. This will effectively punch a large hole in a keep's defenses,

allowing other sieging players to approach the wall breach without significant guard agro damaging them. Warships may be brought in close to some waterfront keeps; use their siege hookpoints to engage the keep walls. The more trebuchets that are employed, the faster a wall will crumble, and the less damage the attacking force will take.

Once the outer wall is breached, lay siege to the citadel door. This door is heavily defended, and has decent line of sight with many of the inner keep's windows and parapets. The trebuchets that broke the outer wall can be wheeled closer to engage the inner door or the citadel itself, rams can be applied or melee can engage the door. Ranged damage dealers should assemble on the walls to maintain a constant harassing fire against defenders.



As the door falls, the attacking force must capture the keep's basement level, push the defenders up the stairs to obtain an open space on the floor, and place power and heal fonts out of line of sight from enemy casters. Once the basement is secured, melee classes should push up the stairs. Healing classes should hug the power fonts below, and use spreadheals to keep the fighters alive as they try



to push through heavy fighting up the stairs. As each floor of the keep is secured, the power and heal fonts are moved up to the new area. Finally, a fight between the attackers and the lord room defenders will occur. If the lord falls, the keep will change hands

The keep lords drop keys that can be used to open supply chests found on the first floor of the keep. The supply chests will contain loot geared towards keep combat: group based potions, unique siege ammunition, and contracts that can be used to purchase hookpoint NPC's.

Potions (all group targeted):

- Effusion of invigoration - endurance heal
- Revivifying salve - heal

- Effusion of vigor - strength/constitution buff
- Effusion of comprehension - intelligence/piety/charisma/empathy buff
- Effusion of omnipotence - power heal
- Poison remedy - cure poison
- Effusion of nimbleness - dexterity/quickness buff
- Effusion of warding - armor shield

Siege ammunition:

- Ball of noxious vapors - area of effect poison
- Essence bomb - area essence type damage
- Diseased carcass - area of effect disease

Outposts



Outposts come in four types: standard, upgraded, combat outpost, and recon outpost. Each outpost has a realm banner and a banner that indicates whether or not a guild has claimed the structure. In order to capture an outpost, the outpost captain must be defeated. Once an outpost has been captured, a group of four or more players may then claim the outpost for their guild. The only way to upgrade the strength of an outpost's guards and structure is to claim it and upgrade it. Outposts can be upgraded to a maximum level of 10.

Standard Outposts

The standard outpost is a three story structure, with one door and two enclosed rooms; one is a supply room behind the door and the other houses the tower captain. These structures will con green level when clicked on by the player.

Upgraded Outposts

The upgraded outpost can be multiple levels in height, and still has one door and will have upgraded guards and structure level. Upgraded outposts have more hit points on their walls making them more difficult to penetrate by attacking forces, they also get substantially taller.

This added height increases the range archers can obtain by firing from the top, and makes it more difficult for attackers to fight their way to the captain's room. A level 10 outpost may have as many as 7 levels to fight from, with the captain's room nearest the top. Upgraded outposts will con purple when clicked on at their highest level, indicating they have substantially more hit points and higher level guards. Both standard and upgraded outposts have one siege hookpoint on top that can be used for trebuchets or palintones. Over the door, each type of outpost will have a hookpoint for a boiling oil siege weapon.

Combat Outposts

Combat outposts can be either a standard or upgraded outpost; however their function is quite specific. They are placed close to keeps, typically with line of sight on the gate to provide better defensive protection against attack.

Upgrading these outposts near a keep will hinder enemies from easily penetrating the keep. The guard patrols from the combat outpost will help the keep guard patrols in fending off attackers as well as provide an opportunity to catch the attacking enemy in crossfire. Because of this, combat outposts are frequently the first targets of an attacking enemy force. They will seek to capture and upgrade these outposts so they can protect their rear, provide themselves with somewhere to retreat to, and gain a solid platform for siege they can use to bombard the keep with. It is recommended that combat outposts be kept claimed and above level 5, because they provide strong assistance to both offensive and defensive forces around a keep.

Recon Outposts

Recon outposts also serve a specific purpose. They are located some distance from their Lord's keep, meant to provide a sanctuary for traveling realm forces to retreat too if they are caught out in the open away from the keep. They also serve as a means of providing guard patrols in the sparsely populated regions between the keeps. These patrols can provide scouting information to enemy forces attempting to bypass

the front line keeps entirely to strike deep in enemy territory. These outposts are often placed near travel routes, which the enemy might use to penetrate toward the relic, or by the rivers to provide some intelligence on enemy navies sneaking up the river. These outposts can be either standard or upgraded and claimed; however, they are usually the last outposts to be claimed. Losing one, although annoying, is not likely to cause long term problems for a defensive force.

These keeps should be claimed by smaller guilds and kept at a low level. This allows the smaller guilds to retain a "claim bonus" for RPs while spending minimal bounty points on upkeep. In the event that the guild isn't on, the impact of an alliance not knowing how many enemies is on a recon outpost is relatively minor.

Capturing an Outpost

The tactics for capturing an outpost do not vary much from capturing a keep; however, some aspects of capturing a tower depend on the level of the tower under siege and whether or not it is occupied. A low level, unclaimed outpost is relatively easy to capture if it is undefended. The tower captain will be red con and the guards will be blue or yellow con (to level 50), with only one patrolling the region around the outpost. As such, simply rushing the solo guard, meleeing or ramming through the door, Then rushing the captain is the most efficient plan of attack. Once captured, the tower will switch hands and revert to level one. If the low level keep is occupied, a siege ram should be employed in order to minimize deaths from the boiling oil siege emplacement over the door. The ram's cover will provide some protection against the oil as it pours down on the attackers, although it will do little or nothing to protect players who are meleeing the door. An alternate strategy to using a ram to break down the door is to utilize an archer with a siege lore artifact leveled, such as the Fool's Bow. Siege Lore and Faultfinder are two abilities that let non-siege operators do fast damage to enemy structures.

Attacking an outpost is in many ways a great deal easier then attacking a keep. The outpost is smaller and has no structure, which allows defending players to shoot down along the walls. An attacking force can hug the structure they are attacking and stay out of line of sight of the defenders, greatly diminishing the damage that the attacking force will sustain from guards and players alike. The primary risk to an attacking force is the oil over the door, if this proves to be too great an obstacle to overcome, the attacking force must destroy the tower. To destroy the tower, siege equipment

should be brought in and the structure targeted. Warships work excellently if the tower is near the water, otherwise wheeled siege equipment must be utilized to bring the tower down. Once the tower is destroyed, the oil hookpoint will no longer function and the door can be attacked directly with little or no fear of significant damage.

Defending a Tower

To defend a tower, take care to place regeneration fonts in places where enemy fire will not place the players in the region in combat. Players should use the parapet's as best they can to dodge in and out of line of sight to fire on the enemy. It is best to select the target you intend to attack before exposing yourself on the wall as enemies are often poised and waiting to attack if a defender shows even the smallest portion of their body. Boiling oil is your best defense against people dropping the doors, and ballista or palintones are the best method to defeat enemy ranged siege weapons. For the most part, trebuchets do not provide a great deal of value in an outpost defense.

If the door is going to fall in the near future, offensive master level abilities should be employed strategically through the tower. The three primary master level tracks for this type of activity are Convoker, Stormlord, and Perfector.

Convokers may wish to summon power traps in places where they feel enemy support may charge in and take cover. The doorway is an acceptable place to put such trap, but frequently enemy melee characters will rush through and trip the trap before people with a power pool come through. It is smarter to put power traps in the corners of the room, out of line of sight from above (places where enemy support will move too as soon as they can). This stands a chance of reducing the ability of the enemy to heal, chant, bubble, or cast offensive spells in the short term and provides an opportunity for a defensive rush down the stairs to defeat the enemy while their support has suffered a short term loss of effectiveness. Convokers might also wish to place Prescience nodes in the area around the tower captain to help detect enemy stealthers who try to slip through the tanks with the intent of taking out defending support classes right as a rush comes.

Stormlords should divide the keep up between them so they do not waste their efforts. Most Storm lord storms are on the same timer, so they will only get the chance to place at most two of them before the first one expires. For the entry level floor, place Mental Siphon storms in the same regions

that the power traps were placed, yet at a sufficient distance from the wall so they cover the most space. Should the enemy support trip the convoker power traps, the Mental Siphon storm will further hinder their ability to regenerate mana.

Additionally, in the confusion of a sudden surge, many players will not immediately understand why they are losing mana so fast and can suffer significant power loss. This can slow or even stop an attack and without healing support, the defenders are in a vastly superior position. If there are enough Stormlords present of a high enough level, a direct damage storm can also serve a useful purpose. It will keep people in the room in combat, thus negating the effect of power fonts and heal fonts, again significantly impairing the ability to chain heal and in many cases forcing the enemy to pull back out of the room. Stormlords should also place an Endurance drain storm close to where they expect their tanks to engage the enemy tanks. This storm will significantly decrease the amount of endurance that enemy tanks will have when they try to rush the room and can result in them being completely out of endurance when it comes time to try to kill the defending support classes. If there are enough Stormlords in the keep, a strength and constitution storm will also serve to both decrease the enemy damage output and weaken them for the defenders to destroy. If there is a surplus of Stormlords present, a direct damage Storm should be placed near the ramp up to the room. This will prohibit casters and enemy support from peaking around the corner and attempting to cast through the tanks by interrupting them. Make sure the storm has good line of sight in all directions. To defend a captain's room employ end drain, str/con drain, and direct damage storms to decrease the enemy attack's ferocity.

Perfectors should primarily concentrate on power fonts and heal fonts placed in strategic places away from the combat zone. These allow players to back away from the fight and regain health or recover from excessive power usage. The top of the outpost near the ranged siege hookpoint is an excellent place to put these fonts if there is no incoming enemy siege fire on those positions. However, if enough Perfectors are in the tower, Dissonating Wards can be placed near the entry to the captain's room to alleviate some of the enemy ranged magical damage on the frontline tanks. A Stormlord DD storm can also effectively negate enemy casters from attacking the captain's room without a concerted rush past the defending melee characters.

KEEP AND RELIC BONUSES

Bonus requirement	Bonus type	Bonus
Majority of Keeps	Keep Bonus (realm)	Darkness Falls Opens
8 keeps owned	Keep Bonus (realm)	3% increase to all coin drops
9 keeps owned	Keep Bonus (realm)	3% increase to all experience
10 keeps owned	Keep Bonus (realm)	3% increase to all Bps[QUERY: ?]
11 keeps owned	Keep Bonus (realm)	3% decrease to all crafting timers
12 keeps owned	Keep Bonus (realm)	5% increase to all coin drops
13 keeps owned	Keep Bonus (realm)	5% increase to all experience
14 keeps owned	Keep Bonus (realm)	5% increase to all bps[QUERY: ?]
15 keeps owned	Keep Bonus (realm)	5% decrease to all crafting timers
16 keeps owned	Keep Bonus (realm)	5% increase to Power Pool
17 keeps owned	Keep Bonus (realm)	5% increase to End Pool
18 keeps owned	Keep Bonus (realm)	Increased Power regen
19 keeps owned	Keep Bonus (realm)	Increased Health regen
20 keeps owned	Keep Bonus (realm)	5% increase chance to melee hit
21 keeps owned	Keep Bonus (realm)	5% increase magical hit
1 tower capture	Tower Capture bonus (individual)	((Tower Level -5)*10) Rps awarded
1 keep capture	Keep Capture Bonus (individual)	((Keep level -5)*500) per person awarded. If more then 8 attackers are present ((keep Level -5)*250). If more then 40 players are present ((keep level-5)*100).
Level 5 keep capture	Keep Capture Bonus(individual)	Lord drops 1 high quality loot item
Level 7 keep capture	Keep Capture Bonus(individual)	Lord drops 2 high quality loot items
Level 10 keep capture	Keep Capture Bonus(individual)	Lord drops 4 high quality loot items
1 enemy Strength relic captured	Relic Bonus (realm)	10% additional melee bonus
2 enemy Strength relic captured	Relic Bonus (realm)	20% additional melee bonus
1 enemy Power relic captured	Relic Bonus (realm)	10% additional magical bonus
2 enemy Power relic captured	Relic Bonus (realm)	20% additional magical bonus

The number of relics owned by your realm dramatically effects the time it takes to upgrade a keep:

# of relics owned	upgrade time from lvl 5 to lvl 10 in hours
0	3.2
1	8
2	24
3 or 4	32
5	48
6	64

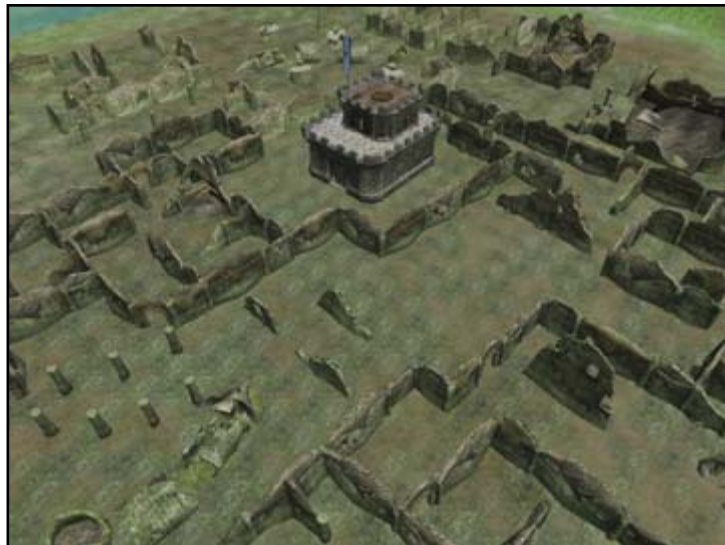
*Underpopulated realms will receive a 50% reduction of cost bonus (rounded up) for all hookpoint purchases, maintenance costs, and claiming costs of keeps and towers in New Frontiers. Mythic defines which realms are under populated.

KEEP AND TOWER COSTS

Keep Level	Time to upgrade	GBP cost to upgrade and downgrade*	Maintenance Cost/hour (GBPs)
1	NA	50	50
2	12 minutes	50	50
3	12 minutes	50	50
4	12 minutes	50	50
5	24 minutes	100	100
6	1 hour	200	200
7	2 hours	300	300
8	4 hours	400	400
9	8 hours	500	500
10	16 hours	1000	1000

Tower Level	Time to upgrade	GBP cost to upgrade and downgrade*	Maintenance Cost/hour (GBPs)
1	NA	5	5
2	12 minutes	5	5
3	12 minutes	5	5
4	12 minutes	5	5
5	24 minutes	10	10
6	1 hour	20	20
7	2 hours	30	30
8	4 hours	40	40
9	8 hours	50	50
10	16 hours	100	100

Damaged Villages and Restrictive Terrain



New Frontiers introduces several major changes to the type of terrain and the structures surrounding realm structures. Each realm now has zones which contain rivers, rope bridges, steep mountains, wrecked villages, bridges, and shallow swamps.

The rivers act as a transportation artery for each realm. They allow players to get to the front from deep within their own realm via fast attack boats or by swimming the length of the river to get to a destination on the shore. At periodic points along the rivers, typically close to keeps, bridges cross the river. They are impressive structures with three tower segments that provide defense of the bridge and the surround shoreline. The top of each tower supplies a significant elevation advantage that allows siege operators and archer classes to gain range on attacking enemy units while tanks hold the span itself. Each tower is three stories tall, with a gatehouse midway up that provides shelter for the support classes to utilize as they cast to keep their tanks alive. These gatehouses also are considered roofed structures. Certain types of indirect fire cannot land inside them, providing additional protection to support and ranged damage classes.



Along the shoreline and on certain ridgelines in the new zones, the ground will become too steep for the characters to climb. Frequently, nearby sections of the same area can be climbed out, or you can approach the hill from a different direction to obtain the summit. In some cases in RvR, defending characters will be able to obtain an elevated position that allows them to fire down on attackers without fear of being engaged in melee. Although the terrain is not as obvious to casual observation as a keep wall would be, it has essentially the same effect. The attacker is either forced to kill the defender from range or

withdraw from the field of battle. This change from having all terrain be passable allows for more defensive battles that involve intelligent use of terrain and requires the attacker to think carefully about how to approach the enemy.

The rope bridges cross over steep canyons in each realm's home zones. These bridges cross between several large plateaus that are near a keep. One of the keep's towers is on the plateau, providing extended security to the area through guard patrols. Additionally, because of its location, this tower makes taking the keep by surprise more difficult. The enemy is forced to spread out their attacking force over difficult terrain in order to stop defenders from teleporting in.

Each realm also has a keep surrounded by a shallow moat or swamp. Several parts of these bodies of water contain mobs, but it makes it more difficult for attacking forces to function in an attack against a keep from a distance. Instead, they must get closer to the keep in order to effectively set up their siege camp, which allows defenders a much better opportunity to bring ranged attacks to bear on them.



Each realm also has a tower which is surrounded by a wrecked village. This region allows attacking units significant cover from ranged attacks coming from the tower, and makes for a challenging, but fun combat zone for stealth combat. Players can climb into and on the ruins surrounding the tower to get an elevated position to attack from or hide away from incoming enemy forces. The structures provide a maze of cover that makes group versus group combat highly entertaining as players retreat or advance through the broken structures. Although casters can still achieve good results from elevated positions, this type of terrain is best suited toward fighter base classes.

Frontier Dungeons



In *New Frontiers*, there is a new dungeon called the Passages of Conflict that links the three major land masses together. This dungeon contains a series of large chambers in which monsters reside and protect several boss monsters. These monsters drop realm respecialization stones and a small list of interesting and useful items. If a player decides they dislike their realm abilities, they can travel to this dungeon and kill monsters until they obtain the stone they need to respecialize.

The Dungeon is an excellent place to level artifacts and characters, as well as farm for equipment and money. The dungeon may be used to enter the enemy realms from below, allowing relics to be pulled out through it if the other routes are cut off.



Relic Warfare

Relics are ancient items that have been passed down and defended by the realms through the centuries. They were past possessions of great warriors and magicians, and still hold some of their magic within them. Each realm has a strength relic and a power relic which reside in separate relic shrines. Each shrine has three pedestals, one for the home relic and one for each of the corresponding enemy relics captured through battle. Capturing an enemy realm's strength relic provides a bonus to melee and archery attacks, allowing the fighters of the realm to do greater damage than they would otherwise. Capturing an enemy realm's power relic grants a realm wide bonus to magical damage and healing. This bonus stacks with other bonuses obtained through items or conquering enemy territory.

Relic bonuses are not just for realm versus realm combat however, the damage and healing bonuses apply to player versus monster encounters as well. As a result, the players fighting the war against the enemy realms can aid their realm by capturing an enemy relic. Their realm mates engaging in PvE will have an easier time leveling and making money, thus strengthening the economy and increasing the funds required to maintain keeps in the frontier. The healing bonuses in particular aid in players attempting to complete the master level activities or defeat dangerous monsters in the epic zones and dungeons.

Relics may only be removed from enemy shrines if the attacking party has their own relic at home in its appropriate shrine. However, if one realm removes a relic from an enemy shrine, then drops the relic, a realm with no relics may then pick up the relic and return it to their home realm.

Milegates

The keeps are the main line of defense for the relics. In order for an attacking force to gain access to a relic, they must first take over several keeps in order to unlock the milegates. If four keeps are taken, one of the milegates leading to a relic will unlock. Once the milegate is unlocked, the attacking force must travel through the milegate to the relic shrine. If you reach the shrine and remove a relic, you must then take it back to your home shrine, passing overland without speed spells or teleportation. Homeland players may pass through their own realm's milegates without problem. The doors function in much the same way as a housing door would. Simply click on the door to pass through. The door will not open so that enemy stealth can sneak through.

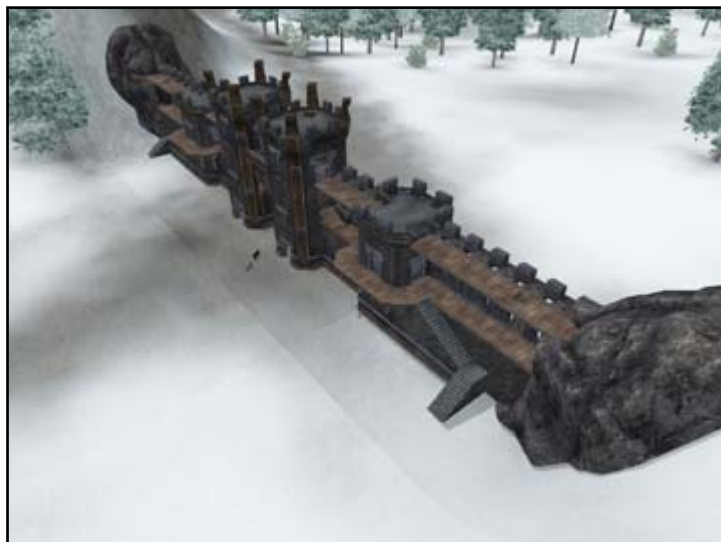
As a defender, this gives time to move troops into position to stop a relic from escaping. To defend against a relic attack, a defensive realm can fight on the beaches, in the keeps, or in the open field. If that fails and the milegate doors open, they can take up defensive positions on the milegate. If the relic is removed from the relic valley, the conquered realm can pursue the enemy and take the relic back if they kill the carrier.

In order to determine if your milegate is open, you can type `/realmwar` and pull up the map. The map shows a bird's eye view of the realm. Near each relic shrine are four milegates with a red line near them. When the milegates are open, they will change graphically from the normal state to show which doors are open.

There are two milegates that can be opened before entering the relic shrine. You need only open one to reach the relic, but opening the second affords the attacking realm an additional advantage as the second milegate is closer to the shrine. The first milegate is opened by taking the three specified keeps in the table below. After taking the three keeps, taking the additional specified keep will open the second milegate.

Realm	Relic Type	Milegate 1	Milegate 2
Albion	Power Relic	Benowyc & Berkstead & Boldiam	Renaris
Albion	Strength Relic	Benowyc & Erasleigh & Sursbrooke	Hurbury
Midgard	Power Relic	Bledmeer & Notmoor & Glenlock	Arvavr
Midgard	Strength Relic	Bledmeer & Blendrake & Hliidskialf	Fensalir
Hibernia	Power Relic	Crauchon & Crimthain & nGed	Scaithag
Hibernia	Strength Relic	Crauchon & Bolg & da Behn	Ailinne





Relic Shrines



In *New Frontiers*, the relics are no longer held in fortified keeps surrounded by high level guards and protected by three doors. Relics are now located in shrine structures in secluded valleys of each realm's territory. Each valley is protected by two locked milegate structures and has a river that runs through it. The river is blocked off by a rock slide that obstructs swimmers from penetrating the secure area. Inside the valley, there is a small village that provides siege gear, training, and weapons to the home realm. In addition to the village, there is a bridge crossing the river and the shrine.



The relic shrines consist of three pillars, one of which needs to be raised to claim a relic, or lowered to remove a relic. The process of removing a relic takes at least 16 players standing inside the shrine. One of the players must then stand in the glowing circle that designates the realm that owns the relic they are attempting to remove. Once that is accomplished, the platform holding the relic will begin to descend and a realm wide broadcast is sent out to the realm where the temple is located. The lowering of the platform takes five minutes.

Relic Villages



Each relic valley contains a small village that holds trainers and merchants. These villages are located close to the relic shrine, which allows a defense force to send runners to the village to purchase defensive siege gear for use at repelling an enemy attack on the milegate. In addition to the siege merchants, there are also weapon merchants, arrow merchants, poison merchants, and class trainers available. The villages do not have a guard contingent, although there are some defensive structures in the area.

Capturing a Relic

With *New Frontiers* relic changes, no longer will lightning fast relic raids occur. Persistence, planning, and luck will now be the driving factors behind a relic raid, rather than surprise and avoiding enemy defenders. Once the relic has been removed from the shrine, the real test of skill comes into play—getting the relic back to the raiding parties own shrine is no small accomplishment. Relic carriers cannot move at speed with the relic in their possession, which means that the enemy will have ample opportunity to launch attacks on the relic caravan. The raiding party cannot use the docks in a foreign land, regardless of whether or not they own the nearby keeps. There are, however, some basic tactical templates that can be used to bring a relic home.

The Relic Convoy

This tactic involves putting the relic carrier in the center of a large formation of friendly troops. The relic is then given to a character with a high number of hit points and high defensive attributes. The whole formation should then move through the country side en masse, plowing over resistance along the way. This tactic can be modified to include the use of a line of skirmishers that surround the whole convoy and move at speed to make it difficult for the enemy to close to lethal striking distance of the main formation. Typically, these skirmishers will provide a loose, fluid shell that can react to an attack in any direction and slow the attack enough so the characters in the main formation can swing out and reinforce them. The relic carrier's immediate body guards should not stop to help the skirmishers but rather keep moving away from the battle scene to avoid reinforcements from using the **/realmwar map** and zero in on the relic carrier's location. This method can be further modified if the raiding party has enough people. Place groups well ahead and slightly behind the main force to provide advance warning if an ambushing party is found. This is an excellent duty to give to stealthers or small mobile scout groups.

The disadvantage of this type of formation is its compact nature. If an enemy group gets the drop on the main formation and lands significant amounts of area of effect damage, they can inflict large losses in a short time. As a defender attempting to regain the relic, use area of effect snare spells and near-instant AoE damage realm abilities to crack this formation.

It's compact nature is also an advantage. Any attacking

force must contend with a large number of relic convoy defenders able to return their attacks instantly. Such a devastating return volley of damage can frequently kill attackers before their support has a chance to aid them. A tertiary advantage of this formation is that even if the relic carrier is killed, there is so much confusion generated that the attackers might not realize they have killed the carrier. This enables another member of the convoy to pick up the relic and continue on.

The Diversion

This tactic involves the relic raid leader taking a degree of subterfuge and risk. The basic strategy is to have most of the members of your raiding party form up in a large relic convoy, then move en masse along a predictable path. The real relic carrier then uses a different path or waits for the main convoy to get well along the return path home. The main force acts as a diversion and intentionally makes a mess along the way so all enemies using **/realmwar map** will see them and attack them. While this is going on, the relic party sneaks along a difficult path toward their home zones.

The best class makeup for the relic carrier party is a collection of short characters, and a mixture of tanks and support classes. If possible, a Spymaster master level track player should be grouped with the relic carrier group. This way, if their detection is imminent, the Spymaster can use **Group Stealth** to hide the carrier until the danger passes.

This tactic can be modified to appear as though the diversion group has run into substantial trouble trying to get the relic back to their homeland. If while under attack, the main diversion group takes shelter in a previously captured keep or outpost, they can make it appear the relic carrier is trapped inside, unable to port elsewhere. This will likely cause the realms trying to recover the relic to surround the keep and lay siege to it. If the diversion force can hold out against the attacking force long enough, the relic carrier group will have time to sneak back to their shrine. This is also the best way to guarantee that the third realm will be distracted from the relic party. They will see a major siege on the realmmap and join the battle in the hopes of taking the relic away for themselves. By doing this, the diversion force can actually remove the relic carrier's path of potential enemies by drawing them all to one location, an outpost or keep that they can defend easily.

It is best for the relic carrier group to use a private chat group with the raid leader, rather than a Battle group—this way they won't broadcast where they are. Sometimes it is

safer for the raid leader to pretend that somebody in the diversion group has the relic, and keep the fact that the real relic carrier is not with the group a secret to avoid any spies from infiltrating the chat groups and ruining the ploy. For this reason, it is best that the carrier's group remains in anonymous mode during the return run with the relic.

The major risk of this tactic is that the relic party will be attacked by an enemy. Because they are small in number, they will be defeated and the relic will be taken back to the relic valley. The major benefit to this tactic is that smaller raiding parties can use the keep or outpost defensive positions to aid them in surviving against a vastly superior force, while a small band of trusted realmmates brings home the prize.

The Dungeon Route

The relic, once past the enemy milegate should be taken to the entrance of the Frontier dungeon, Passages of Conflict. Once inside, the raiding party can fight through the NPC monsters in the dungeon to their own home zones. A raiding party must be careful not to let the enemy know they are going through this route. If the enemy finds out, they may lay siege to the dungeon's exit on the raiding party's home zones. Additionally, as the relic return party fights through the dungeon, relatively few monsters are left in their wake. Enemies chasing this force through the dungeon have to deal with a minimal number of monsters, which allows them to move at a much faster pace through the dungeon.

This tactic is quite flexible and gives a variety of options to a raiding party. For example, Midgard takes Albion's strength relic and enters the dungeon. Midgard can now proceed through the dungeon to the Midgard exit, then head from there to the home shrine, or they can proceed to the Hibernian side, exit the dungeon in their zone (where there is limited enemy action), then proceed by a long route back to their home territory. They can approach from such a wide array of angles that the stopping force trying to recapture the relic has to spread their forces in order to locate the relic party.

The raid leader should be familiar with the dungeon layout before attempting this type of raid. It is easy to get turned around in the dungeon and run into dead ends.

A major advantage of this route is that any combat the party becomes engaged in, does not show up on the **/realmwar map**. This significantly, reduces the chances that the third realm will become involved.

Boats and the Relic

There are two tactics involving use of the new boat system in order to aid in returning a relic. They work for both the raiding party and the recovery party, but their speed is dependant on their crew size and vessel type. Naval vessels act as a strong protection force against the enemy. The enemy cannot use area of effect spells on the crew of the vessel; they can only target individual sailors. This allows the crew to keep everyone alive as long as the vessel is intact. They may also serve as mobile font platforms allowing friendly players to regen under the protection of the vessel's thick wooden beams.



The raiding party can bring a slew of warships up the river to the area between the two milegates, bring the relic out and place the carrier onboard a warship, then move out as convoy. The warships are durable and can take an excessive beating as they progress through the river system and out over the ocean on the way back to the friendly shrines. Using multiple warships allows the relic carrier to take different routes toward the relic shrine and prevent the enemy from setting up a huge blockade as they leave. Warships provide two siege hookpoints. When equipped with ballista, these hookpoints provide damaging forward fire against enemy ships. In the event of a large naval battle the warships can both absorb and dish out a great deal of fire. If an overland relic convoy gets forced into a keep, they should try to pick one close to the water to hide in. They can then port a crew back to the mainland to pick up a couple warships (assuming the supply chain is unbroken). Once the ships arrive, the relic

carrier and the defenders can make a mad dash for the warships under the ship's covering fire.

The recovery party can also use the naval option to interdict the enemy relic convoy and attempt to sink any ships they intend to use. Typically, for a recovery option, it is smarter to use several smaller ships that can quickly catch up with the enemy to engage them. In the event that an enemy is hiding in a coastal keep, the homeland defense force can acquire some warships and pound the keep walls with fire or attempt to block off the water routes with attack vessels.

Placing the Relic

In order to place the relic, the relic carrier must pass through the milegate or borderkeep and arrive at the appropriate relic shrine. The strength relic shrines are located in Uppland, Forest Sauvage, and Cruachon Gorge. The power relic shrines are located in Yggdra Forest, Snowdownia, and Mount Collory. If the raiding party has all of their keeps in their possession, the gate on the milegate will appear closed. Pass through the milegate by approaching the door and clicking on it. Once through the milegate, the chance of being intercepted by enemy forces is small. The relic carrier will then walk to the relic shrine and click on the pedestal that bears the insignia of the realm from which they stole the relic.

Once the platform has lowered and the relic is placed on the pedestal, the pillar will begin its five minute ascent.



Losing the Relic

If the raid takes too long to get the relic back, it will reset back to its previous location. If the relic sits on the ground for too long, it will reset back to its previous location. When a relic resets, the home realm is not off the hook until they shut the milegate doors. The enemy can simply re-siege the relic shrine and grab the relic again.

To regain a relic that has been stolen, the victimized realm should do two things immediately. First, interdict the relic carrier's group and slow them down or contain them in a keep. By doing this, the relic's location is no longer a mystery and reinforcements can be brought in to help obtain the relic and return it to its home location. Second, break the enemies' supply chain by taking a keep in the chain, preferably one close to their borderkeeps. This restricts the enemies' freedom of movement with regards to reinforcements. Once reinforcements to the relic convoy are cut off, a war of attrition may begin. This usually favors the players attacking the relic convoy, as the relic convoy can ill-afford to stop along their path for too long.



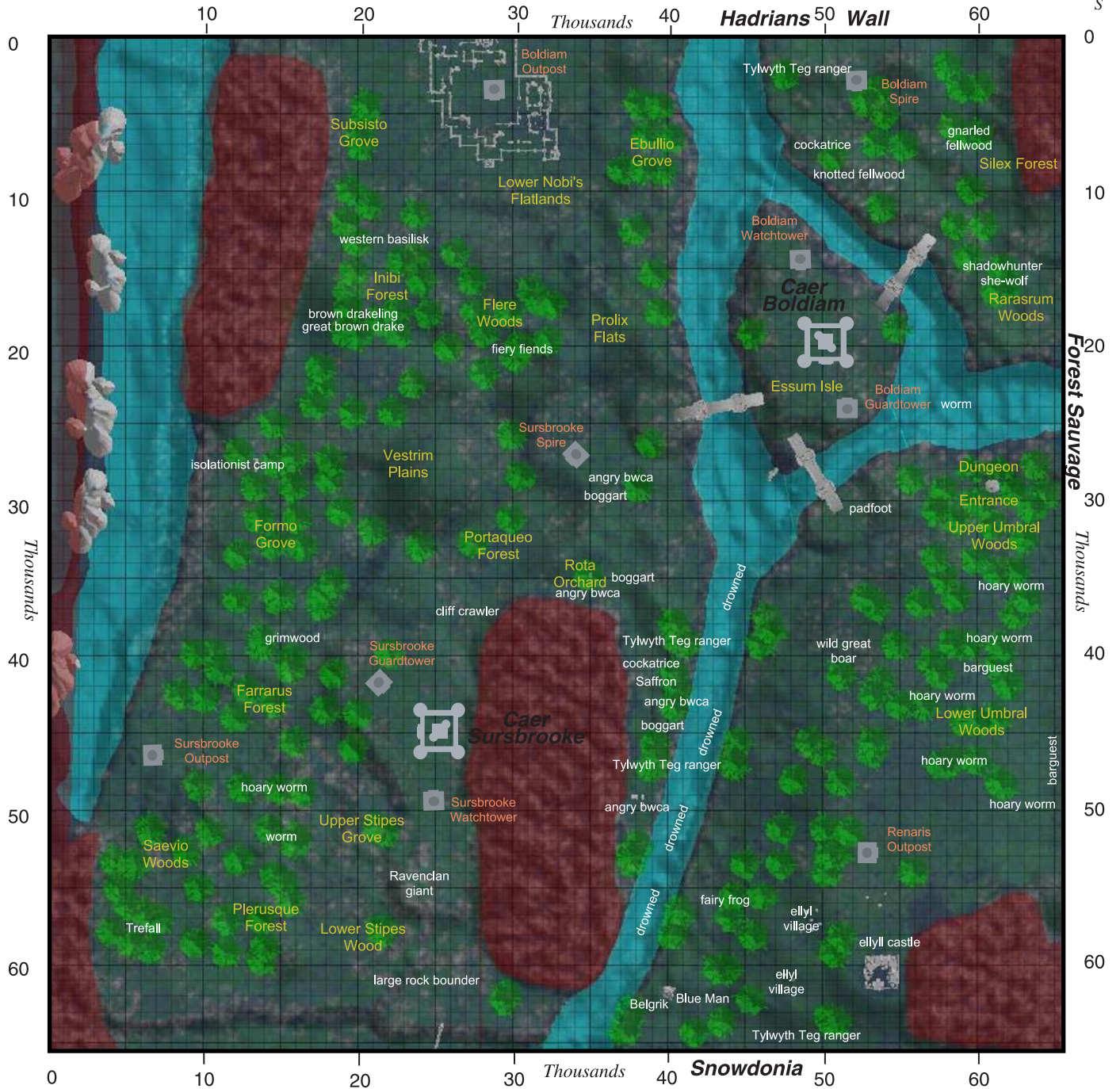
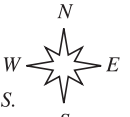


Game coordinates are given E-W, N-S.



Pennine Mountains

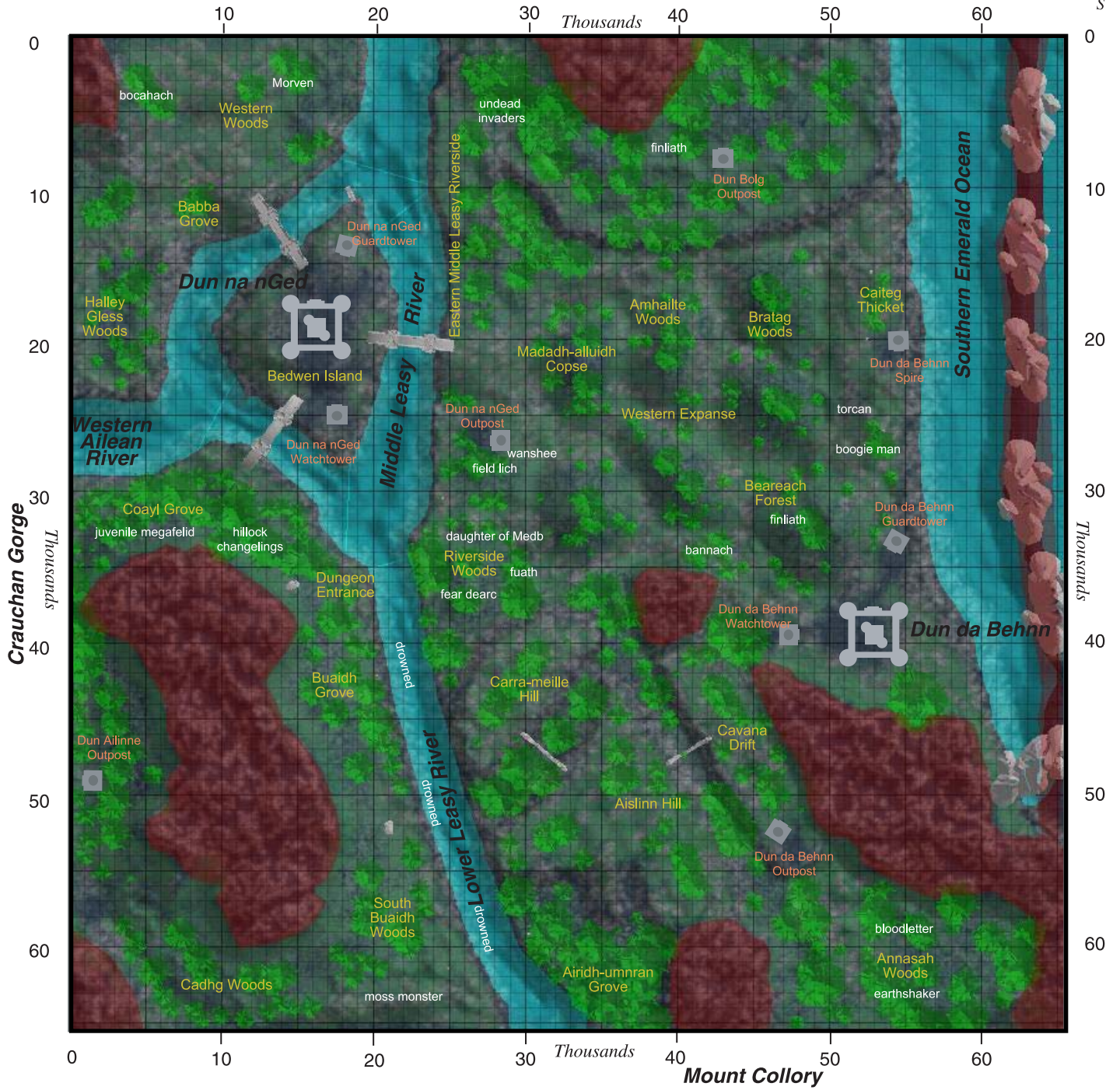
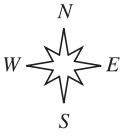
Game coordinates are given E-W, N-S.





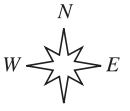
Breifine

Game coordinates are given E-W, N-S.







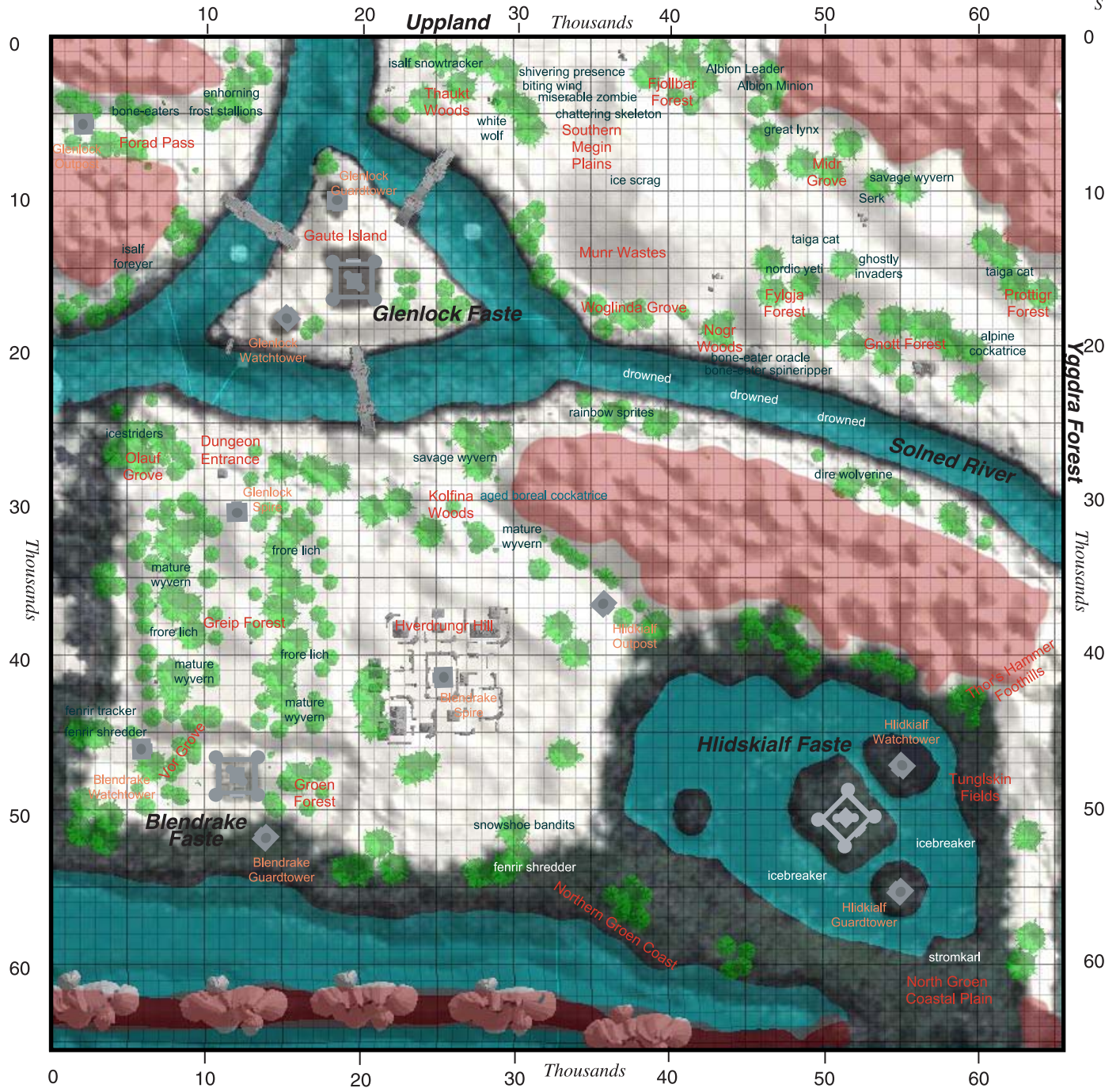
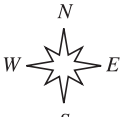


The map displays the Breifne region with a grid system. The horizontal axis is labeled 'Thousands' and ranges from 0 to 60. The vertical axis is also labeled 'Thousands' and ranges from 0 to 60. The map features various geographical elements and locations:

- Locations and Features:**
 - Top Left:** Fearn Wood, Mor Grove, Bran's Run, Sceolan's Run, Cad Galdeau's Bane, An Tir Fhionn Moor, Mountains of Medb, Duir Forest, Annkerol Clegyr, Mag Scaathaig, Dun Scaathaig Outpost, Dun Scaathaig Guardtower, Dun Scaathaig Watchtower, Kings Forest West, Oak Man, Kings Forest South, Dun Dagda.
 - Top Center:** Eahna Grove, Forest of Medb, Cruelon Clegyr Forest, Grove of Bas, Kings Forest South.
 - Top Right:** Difywyd Wood, Drwg Ellwylls Forest, Darogann Wood, Valley of Sarfell, Grove of Crainn, Maw Crug, Cruelon Clegyr Forest, amadan touched, Dun Dagda.
 - Bottom Left:** Drum Caine, Kings Forest West, Oak Man, Kings Forest South, Dun Dagda.
 - Bottom Center:** Dun Scaathaig, Dun Scaathaig Spire, Conchobar's Glen, Dun Scaathaig Watchtower, Kings Forest South, Dun Dagda.
 - Bottom Right:** Dun Scaathaig, Dun Scaathaig Spire, Conchobar's Glen, Dun Scaathaig Watchtower, Kings Forest South, Dun Dagda.
- Water Bodies:** Upper Abhainne Lough, Lower Abhainne Lough.
- Other Features:** Various smaller locations like Fearn Wood, Mor Grove, Bran's Run, Sceolan's Run, Cad Galdeau's Bane, An Tir Fhionn Moor, Mountains of Medb, Duir Forest, Annkerol Clegyr, Mag Scaathaig, Dun Scaathaig Outpost, Dun Scaathaig Guardtower, Dun Scaathaig Watchtower, Kings Forest West, Oak Man, Kings Forest South, Dun Dagda.

Jamtland Mountains

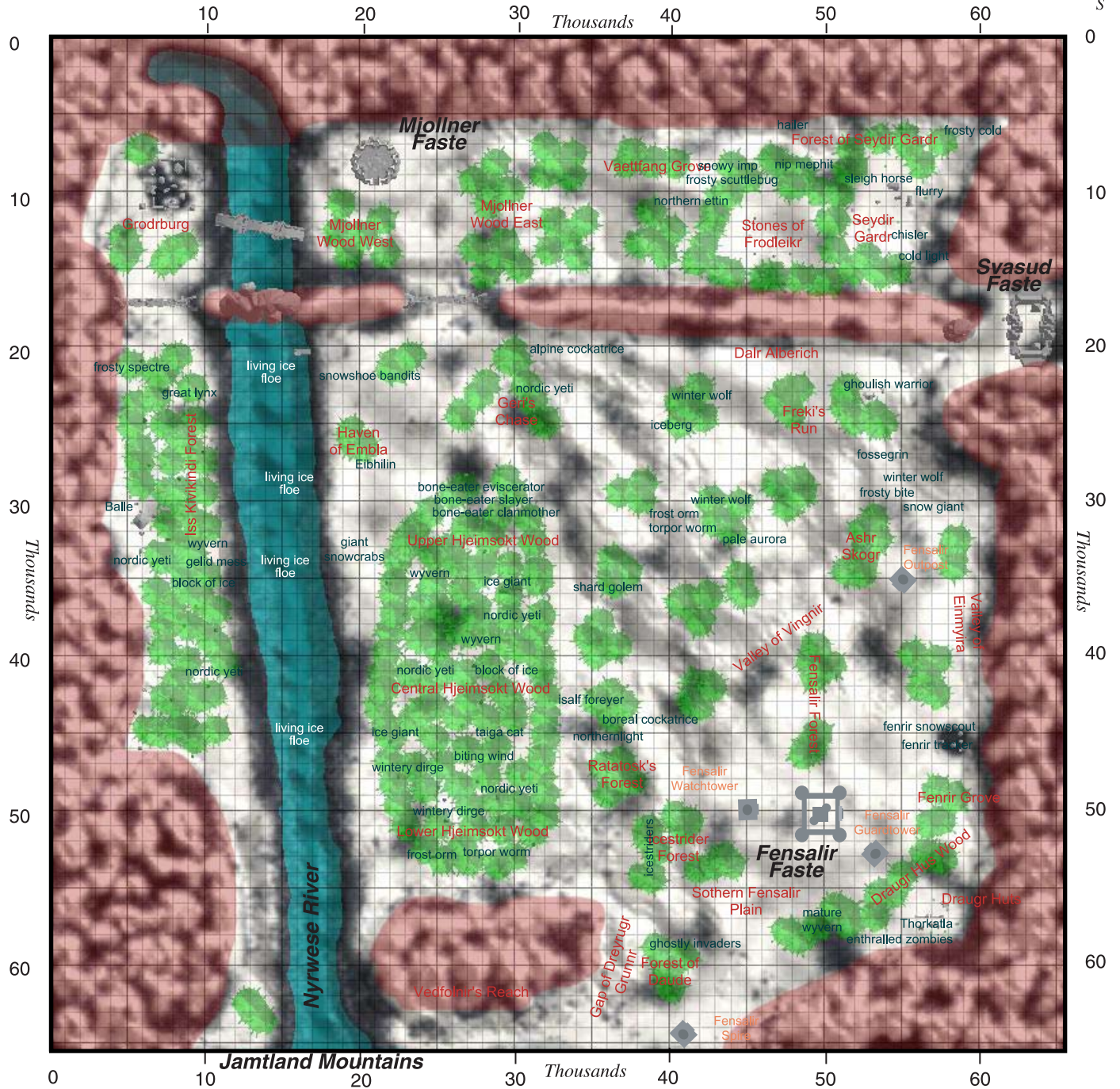
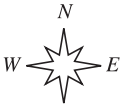
Game coordinates are given E-W, N-S.





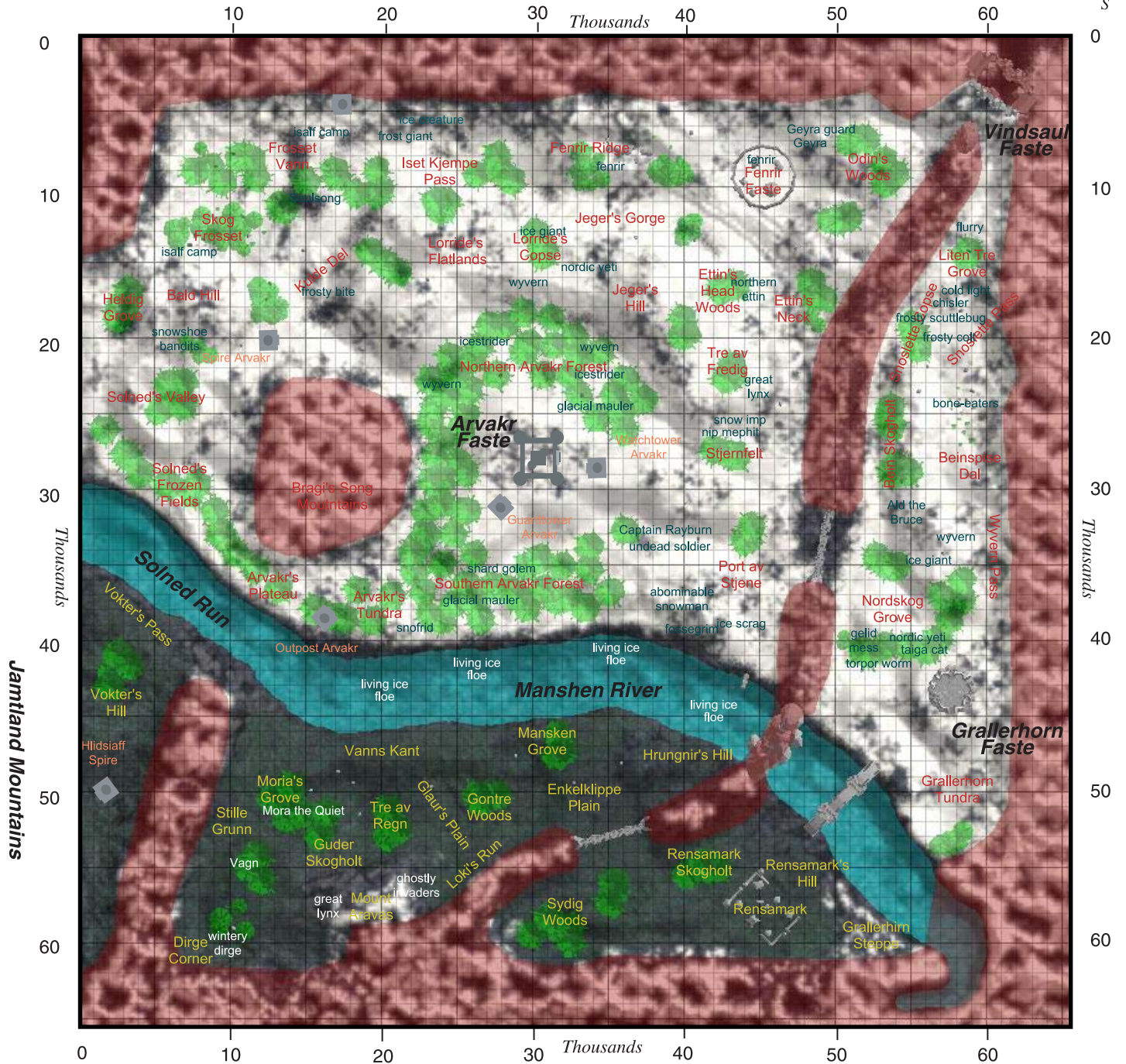
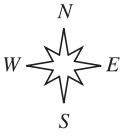
Uppland

Game coordinates are given E-W, N-S.



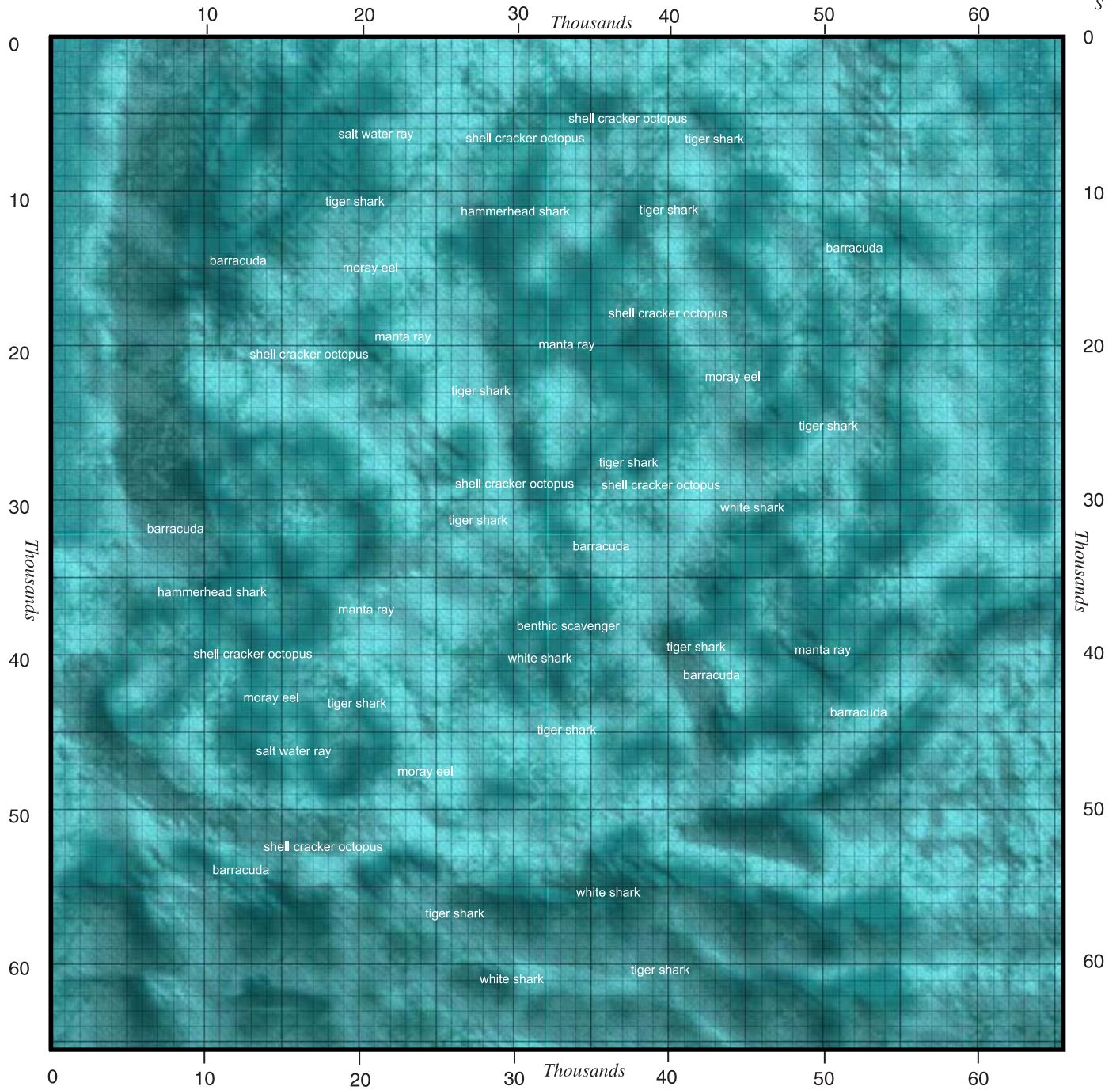
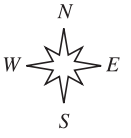
Yggdra Forest

Game coordinates are given E-W, N-S.



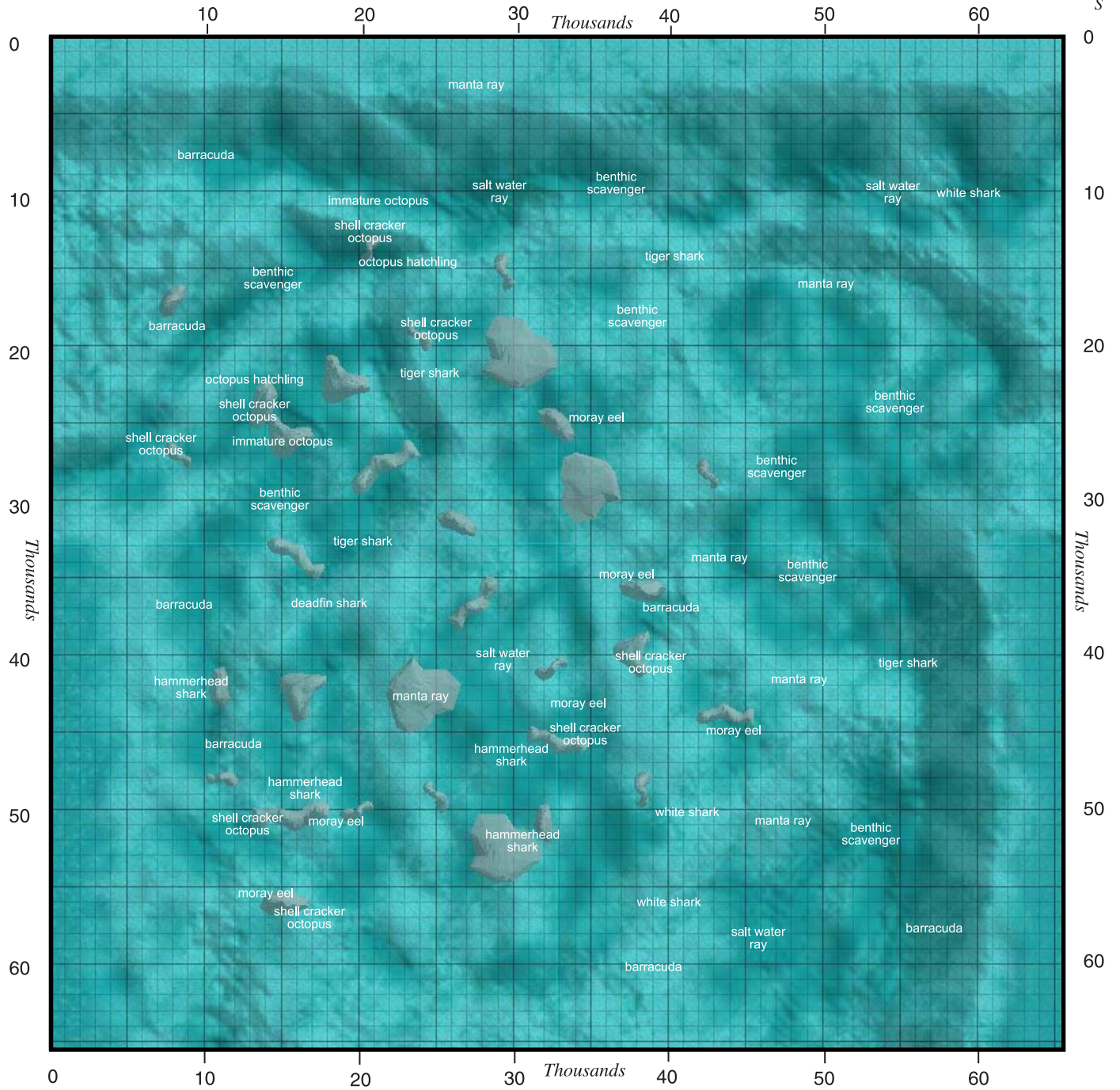
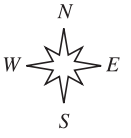
Irish Sea

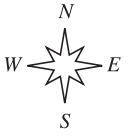
Game coordinates are given E-W, N-S.



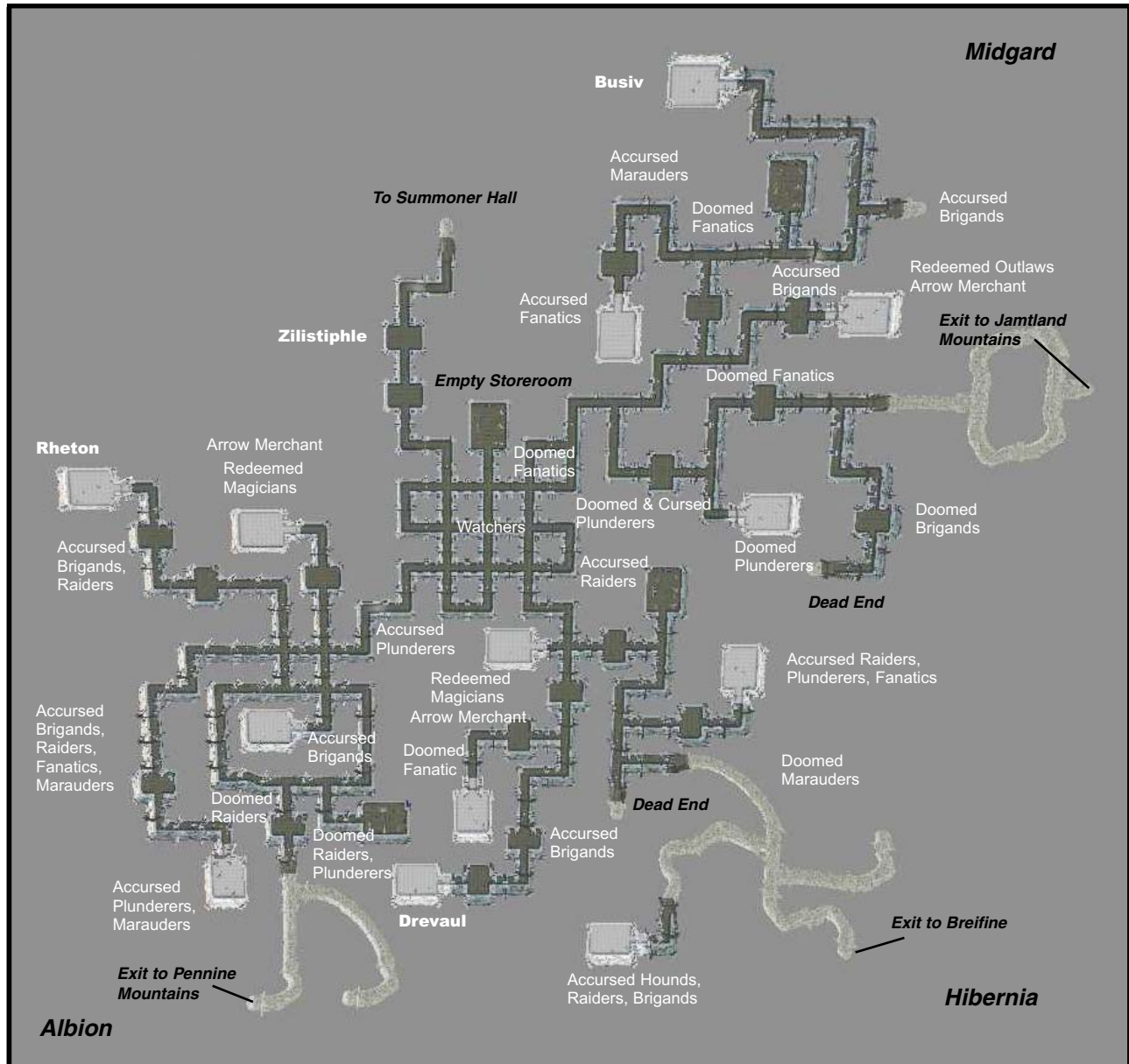
North Sea

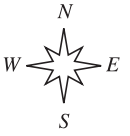
Game coordinates are given E-W, N-S.



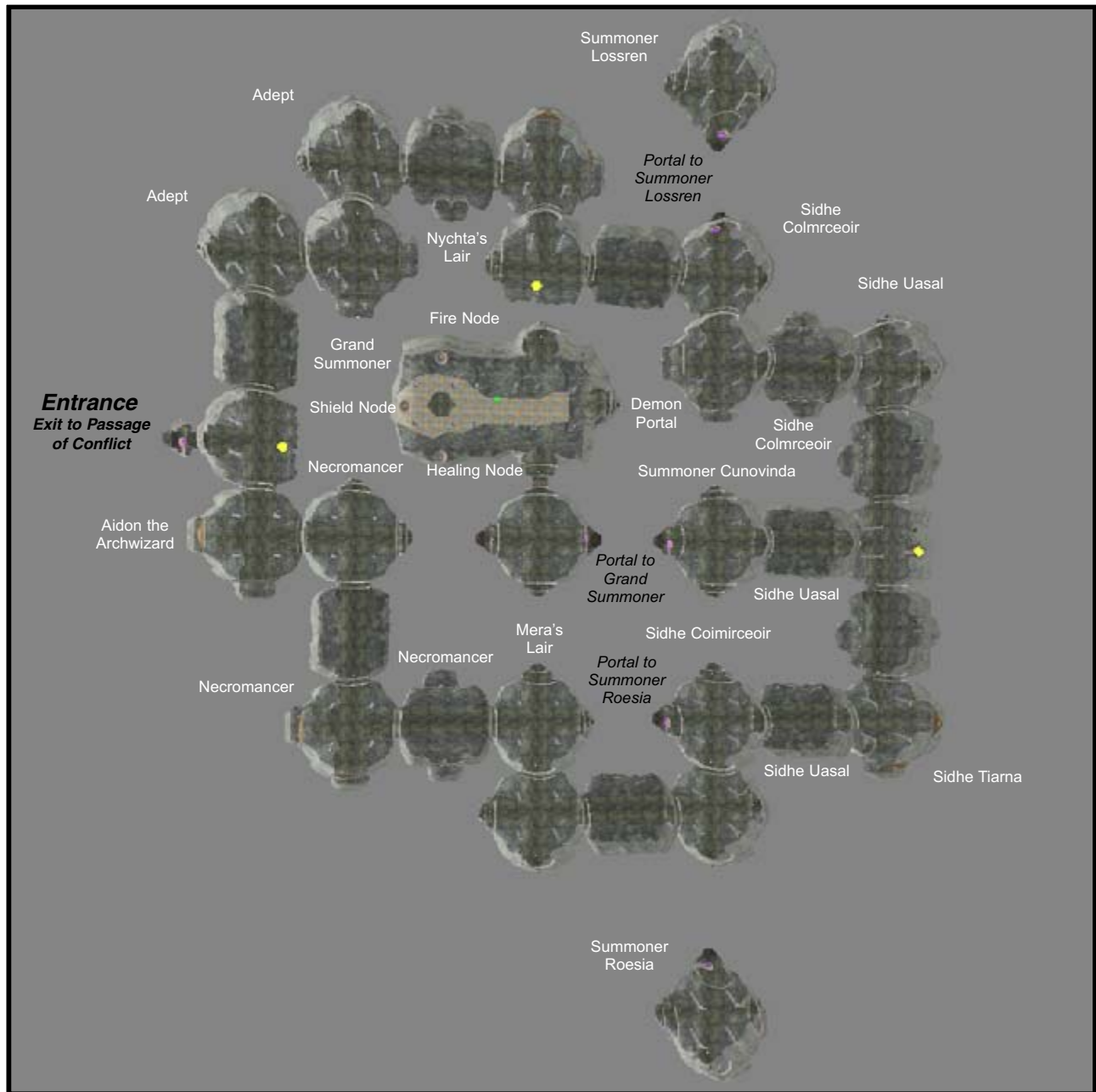


Passage of Conflict





Summoner Hall



Summoner Hall and The Passages of Conflict

The Passage of Conflict is the dungeon that connects the underground regions of the three realms together. Its halls and storerooms are filled with the doomed and accursed criminals of the realms, condemned to walk the hallways surrounded by the creatures of the underworld and ruled by undead bosses who bow to no one but the Summoners.

Each realm has an entry and exit tunnel that leads through a series of tunnels to a maze at the heart of the dungeon. In general, the maze is unoccupied by monsters, and the battles here are observed only by small sprites, called watchers, who hover below the dungeon ceiling. Each realm also has a mini-boss mob located in a room off by itself. These boss mobs contribute to the difficulty of the mob guarding the entrance to Summoner Hall, Zilistiphle, the demonic flying guardian of the Summoners.

The passages serve as a place to level for players in their quest to level 50. Here, they can also experience their artifacts to level ten. It also serves as a place to obtain realm respecialization stones. A respecialized stone is an item that is used to reset a player's realm abilities. These stones are the only way for an ability to be respecialized. There is a small chance that any of the non-animal monsters in the dungeon will drop these stones, however the boss monsters have a higher chance to drop a stone in addition to their own, specialized loot lists.

Each side of the dungeon also has a single room where all the monsters are named "Redeemed." These monsters are neutral and there is a merchant present that can be used to rearm arrows and thrown weapons or sell vendor loot.

The Summoners reside in Summoner hall. It's a loop of rooms in a separate zone from the passages of conflict. Here the monsters are all at a much higher level, they have more unique abilities, and drop better loot. Along the path through this hallway, there are three named monsters and two portals. The portals lead to private rooms where Summoners reside.

The Bosses

Rheton



This boss monster resides on the Albion side of the dungeon. He is a pure tank with a high absorb and armor factor, and will deal out a fair bit of melee damage by punishing those who attack him. It is rumored he wears a cloak that many brigands of the realm envy.

Busiv



This boss monster holds court with his pack of condemned outlaws on the Midgard side of the dungeon. His magical attacks can knock a player into a state of unconsciousness at times, and his guardians will call upon the powers of the undead to wreck havoc on those who try to attack him.

Drevaul



A demonic winged monster surrounded by masses of floating energy, this boss monster lives on the Hibernian side of the dungeon. Using the powers bestowed upon him by the Summoners below, he calls upon the underworld to spew

forth monsters to heal him while he battles. It is rumored that the force of the monsters he brings is weakened by their transfer to the planes of existence, and thus they are susceptible to magical attacks.

Zilistiphle



The guardian to the Summoner halls, this winged demon calls upon the spirits of the other boss monsters to aid her in defending the gateway. She can warp herself into an alternate plane of existence, and occasionally gets a curious glint in her eye when opposed by enemies. It is rumored

this monster has quite the set of fallen hero's weapons in her possession.

Aidon the Archwizard



This boss mob is located to the south of the entrance to Summoner hall, on the loop around to the different Summoners. He has a bit of a split personality, and all of them like to nuke. It is best to try to occupy

him wherever he appears. His armor is warm to the touch; so use slow weapons with a damage add to reduce the damage taken per swing.

An Tiarna Kieren



This is a named Sidhe Coimirceoir, who has a friendly gnome pet named Phut. Phut will trash talk those who confront his master. He is predominately a melee monster, with his own loot table.

Nychta and Mera



The wolf guardians of the Summoner halls, these monsters are tough versions of their above ground brethren, with the ability to port some distance away when they are under attack.

Summoner Roesia



This is one of the main boss monsters in Summoner hall. She is protected by three nodes that can grab players off their feet and send them for a floating ride around the chamber while she nukes them. It is important to keep

somebody meleeing her while at the same time dropping the

nodes as quickly as possible. She has her own unique set of weapons and items. To reach this monster, one must go through the portal into her lair.

Summoner Lossren



Another of Summoner hall's key bosses, this monster is a Friar-like monster with a large amount of armor and absorb. At around 40% health, he will turn into a shade form and become more difficult to hit. He has his own loot table

and is known to drop a great many sleeves. To reach this monster, a raid party must go through a portal into his lair.

Summoner Cunovinda



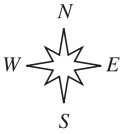
The guardian to the entrance to the grand Summoner's lair, this Summoner has the ability to zephyr attacking players around the room as a defense mechanism. She is a caster monster and should be constantly engaged as she ports about the entrance attempting to avoid melee.

Grand Summoner



The Grand Summoner is protected by four nodes: a healing node, a shield node, a demon portal, and a fire node. The healing node will regenerate the Grand Summoner's health as players attempt to injure him. The shield node will produce a temporary melee resistance for the

Grand Summoner. The fire node will produce a damage effect for the Grand Summoner, while the demon portal brings in a steady stream of yellow and orange con demons to attack the people in the room. It is best to first defeat the demon portal, then defeat the fire, shield, and healing nodes. While players are attacking the nodes, at least one main melee player should keep the Grand Summoner occupied so he does not attack the support classes. When the healing node is finally down, all players should converge upon the Grand Summoner and melee him. Some abilities such as ground target area of effect spells and direct damage realm abilities are also useful against the Grand Summoner. Some players should be assigned to watch the node spawn points in case they respawn during the encounter.

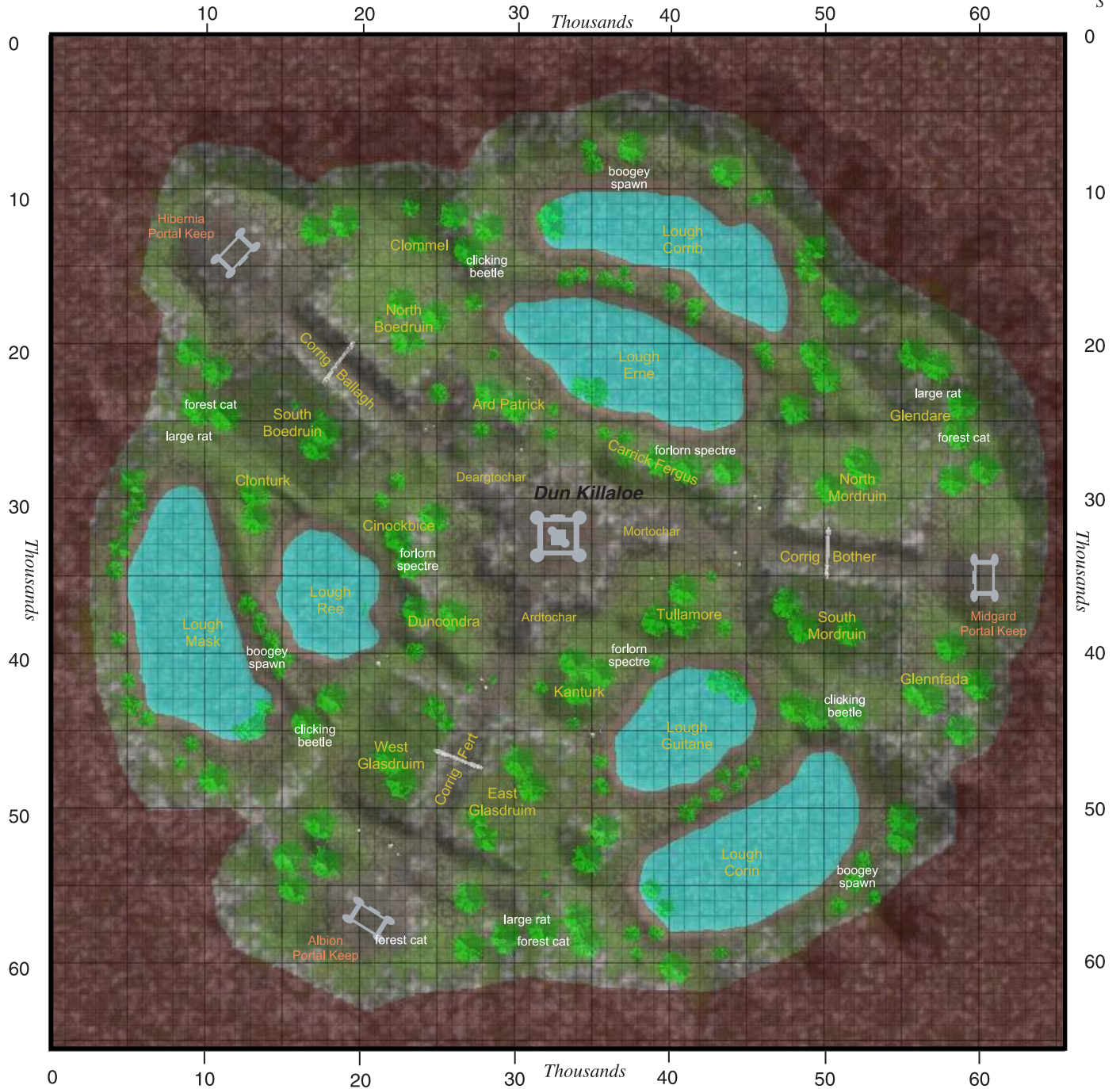
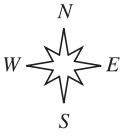






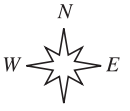
Killaloe BG (lvl 15-19)

Game coordinates are given E-W, N-S.



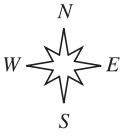
Thridranki BG (lvl 20-24)

Game coordinates are given E-W, N-S.



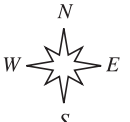
Braemar BG (lvl 25-29)

Game coordinates are given E-W, N-S.



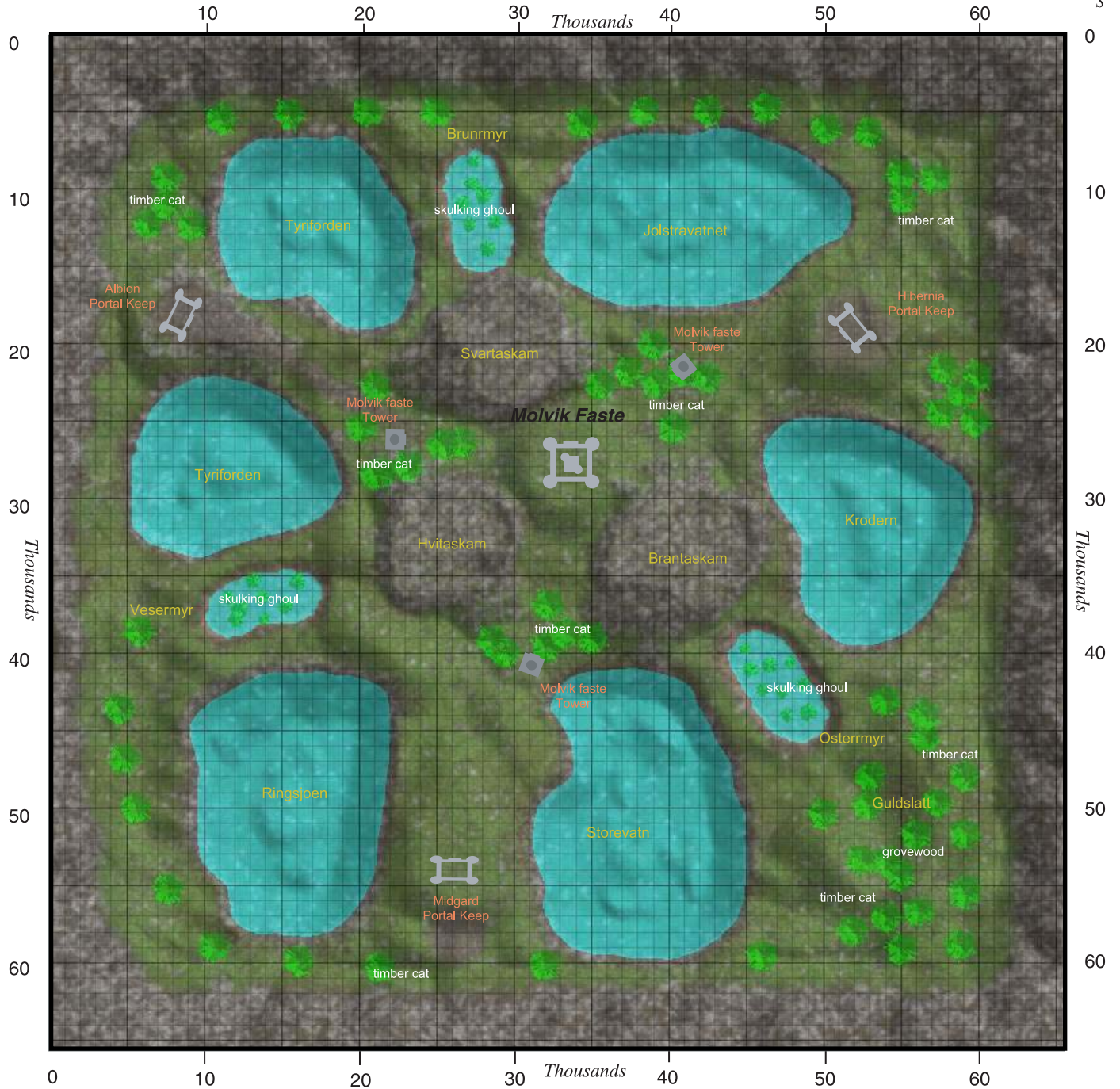
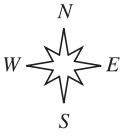
Wilton BG (lvl 30-34)

Game coordinates are given E-W, N-S.



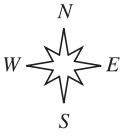
Molvik BG (lvl 35-39)

Game coordinates are given E-W, N-S.



Leirvik BG (lvl 40-44)

Game coordinates are given E-W, N-S.



Realm Abilities

How to Benefit From Your Realm Points with Dev Comments By Mike “Mackey” Lescault

As a player participates in RvR, they earn realm points by taking keeps or killing the enemy. The amount of realm points gained is discussed in an earlier chapter; however it takes a substantial amount of time to advance to realm rank 11, which is the highest rank a player can obtain. Each rank is divided into several sub-ranks, typically a rank is displayed as 6I5, for example. This means Realm Rank 6 level 5, which is half way through realm rank 6 to realm rank 7. Lower realm ranks take less realm points to obtain each realm level, and at each realm level a realm skill point is awarded for a total of 100 realm skill points possible.

Once a player has obtained a realm skill point, they must first go to their class trainer in one of the cities where they reside. When the player interfaces with the trainer, a pop-up window appears showing them a list of their normal specialization options in the top pane and a list of realm abilities in the lower pane. The list for realm abilities is long, so it's best for the player to read through them all and find out what is available before making a purchase. Each realm ability can be investigated through the information button. Planning out which abilities your character needs to succeed and when they can obtain them is very important. Once realm abilities are purchased, the only way to reset them is to obtain a realm ability respac stone from either the dragon in each realm or the RvR dungeon, Halls of Contempt.

Passive Realm Abilities

Name	Type	Description	Lvl 1 Effect 1	Lvl 2 Effect 3	Lvl 3 Effect 6	Lvl 4 Effect 10	Lvl 5 Effect 14 (34 points total)	Classes
Augmented Strength	Passive	Increases Strength by the listed amount per level.	4	12	22	34	48	All
Aug Strength will primarily be something taken by melee characters with weapons based on strength. This will also help in carrying capacity but not nearly as well as Lifter.								
Augmented Dexterity	Passive	Increases Dexterity by the listed amount per level.	4	12	22	34	48	All
Dexterity is helpful in a lot of different ways for different folks. This RA will be most useful for those interested in increasing their casting speed, or the weapon skill of weapons that are based on dexterity.								
Augmented Constitution	Passive	Increases Constitution by the listed amount per level.	4	12	22	34	48	All except Necromancers
Aug Con is a good way of increasing your hit points. In many cases toughness will be a better choice however. Remember that the amount of hit points gained for each additional point of constitution is class dependant. A tank will definitely get more HPs out of this RA then a caster.								
Augmented Quickness	Passive	Increases Quickness by the listed amount per level.	4	12	22	34	48	All except Necromancers
Aug quickness will help in bow/melee speed.								
Augmented Acuity	Passive	Increases primary casting stat by the listed amount per level.	4	12	22	34	48	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Mentalist, Minstrel, Necromancer, Paladin, Reaver, Runemaster, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
Aug Acuity will help increase the power pool of all casters and will also increase the base damage for many nuking classes.								
Long Wind	Passive	Decreases the amount of endurance taken per tick when sprinting, by the number listed.	1	2	3	4	5	All
Works the same as it did pre-New Frontiers. Each level increases the amount of time a player can sprint.								
Physical Defense	Passive	Reduces all melee and archery damage taken by the listed percentage.	2	5	12	19	28	Runemaster, Eldritch, Wizards, Cabalist, Enchanter, Spiritmaster, Bonedancer, Theurgist, Sorcerer, Mentalist, Animist, Scout, Ranger, Hunter
This allows the listed classes the chance to build their character to be tough versus physical attacks, much in the same way that Avoidance of Magic reduces damage from spells.								

Serenity	Passive	Increases amount of power regenerated per tick by the number listed.	1	2	3	5	7	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
Works the same as it did pre- <i>New Frontiers</i> . Each provides additional power regeneration per tick.								
Toughness	Passive	Increases max hit points by the listed amount.	25	75	150	250	400	All. Level 40 required.
Toughness is an interesting ability since it increases hit points by a flat amount instead of a percentage. While tanks who focus on durability will like this ability, it might also give hybrids, archers, or assassins the little bit of extra HP needed to win. Healers can also benefit from additional hit points and even pure casters may find their survivability dramatically increased in many situations.								
Ethereal Bond	Passive	Increases power pool by the listed amount.	15	40	75	130	200	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
Ethereal Bond increases the number of power pool points for power classes. This is a pretty situational RA that really only help those with classes/playstyles that run them out of power often. Even then, MCL and Raging Power should be given a look before investing heavily in Ethereal Bond.								
Avoidance of Magic	Passive	Reduces all magic damage taken by the listed percentage.	2	5	10	15	20	Heroes, Warriors, Armsman, Berserkers, Mercenaries, Blademasters, Savages, Champions, Paladins, Reavers, Thanes, Valewalkers, Scouts, Rangers, Hunters, Shadowblades, Infiltrators, Nightshades, Healer, Cleric, Druid, Shaman, Friar, Warden, Bard, Skald, Minstrel
Avoidance of Magic reduces the damage taken by the listed amount. One major change from pre- <i>New Frontiers</i> is that Avoidance of Magic doesn't reduce the duration of crowd control spells. Determination and Stoicism are the only Realm Abilities non-unique Realm Abilities that affect CC duration. Those who like Avoidance of Magic should take a look at Empty Mind which is basically an active version of AoM.								
Lifter	Passive	Increases carrying capacity by the listed percentage.	10%	25%	45%	70%	95%	All
Lifter increases carrying capacity. Unless siege is your life, you may wish to stick to levels 1 or 2, or just spend your points elsewhere entirely. Lifter also increases the movement speed when running a ram which can be very useful, especially given the ram protection bonus.								
Veil Recovery	Passive	Reduces the duration of resurrection sickness by the percentage listed.	20%	40%	60%	80%	95%	All
With the new Death Sickness penalties in RvR, this realm ability is actually quite interesting. This works on both forms of RvR death sickness (release sickness and sickness when ressed) as well as the old fashioned PvE death penalty.								
Mastery of Blocking	Passive	Increases chance to block by the listed percentage.	2	5	10	16	23	Classes who can spec shield
This is pretty straight-forward. If you want to be 'that guy' who blocks almost anything and everything that comes your way, you should invest heavily here.								
Mastery of Parrying	Passive	Increases chance to parry by the listed percentage.	2	5	10	16	23	Classes who can spec parry
Same as MoB but with Parry. This can add a really nice amount of defense to classes that do not have access to shields.								
Mastery of Pain	Passive	Increases chance to deal a critical hit in melee per listed percentage.	3	9	17	27	39	All
Everyone loves to land a critical hit. In <i>New Frontiers</i> you'll often find that doing a lot of damage 'right this second' in order to kill someone before they can catch a heal to be more important then overall DPS increase.								
Wild Power	Passive	Increases chance to deal a critical hit with spells that do damage by listed percentage	3	9	17	27	39	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
Same as Mastery of Pain except for casters. Keep in mind that other Realm Abilities will increase your overall DPS much more then Wild Power, and the real benefit to this RA is the added chance of landing a nice crit at a crucial time. Remember also that DoTs, Bolts and all other forms of spell damage are included here (but not procs, poisons, or debuffs).								

Wild Healing	Passive	Increases chance of achieving a critical success when healing by the listed percentage.	3	9	17	27	39	Druid, Healer, Cleric, Shaman, Friar, Bard, Warden, Mentalist
--------------	---------	---	---	---	----	----	----	---

This works the same as the other abilities that grant a chance to crit. However, overhealing someone isn't as effective as over damaging an enemy. Many healers will aim for level 2-3 of this ability since it does provide a nice boost when using spread or group heals. Classes without spread heals may find that this RA gets them a real lot of mileage out of their group heals.

Wild Minion	Passive	Increases chance of pet dealing a critical hit by melee, archery, or spell by the listed percentage.	3	9	17	27	39	Cabalist, Enchanter, Spiritmaster, Bonedancer, Druid, Hunter, Sorcerer, Minstrel, Mentalist
-------------	---------	--	---	---	----	----	----	---

This is most useful for classes and play-styles that rely heavily on pet damage.

Mastery of Stealth	Passive	Modifies stealth detection and stealth movement. Camouflage counters the Mastery of Stealth bonus, allowing an archer to only be seen at the normal range. Doesn't affect detect hidden classes when they are detecting other detect hidden classes. (Meaning it has no affect on assassins detecting assassins.)	5%/75	10%/175	15%/300	20%/450	25%/625	Rangers, Scouts, Hunters, Shadowblades, Infiltrators, Nightshades
--------------------	---------	---	-------	---------	---------	---------	---------	---

This ability is designed to give both archers and assassins a means of increasing their detection range. If your playstyle as an archer seems to often land you at the wrong end of an assassins' blade, this RA may be just the thing to give you enough warning to get out of dodge before being perfed. Since this RA will not allow assassins to see other assassins any better (otherwise it would be almost all that mattered in Assassin on Assassin battles) this is really only useful for assassins who are focused on finding archers.

Mastery of Healing	Passive	Increases the effectiveness of healing spells by the listed percentage.	2	5	12	19	28	Druid, Healer, Cleric, Shaman, Friar, Bard, Warden, Mentalist
--------------------	---------	---	---	---	----	----	----	---

This RA provides a percentage increase to power of all your heals. The benefit here is really about healing per second (HPS) over a long period of time. The longer the battle or encounter, the more valuable Mastery of Healing becomes.

Mastery of Magery	Passive	Additional effectiveness of magical damage by listed percentage.	2	4	7	11	15	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
-------------------	---------	--	---	---	---	----	----	--

Mastery of Magery may quickly become the "must have" RA for casters because of the flat increase in damage. Keep in mind however that Damage Per Second (DPS) matters less in short 5-10 seconds engagements and much more in longer term battles or encounters. For many casters, Wild Power may be a just as good if not better choice.

Falcon's Eye	Passive	Increases the chance of dealing a critical hit with archery by the listed amount.	3	9	17	27	39	Rangers, Scouts, Hunters
--------------	---------	---	---	---	----	----	----	--------------------------

This RA grants archers an increased percentage chance to crit with arrows. This is a nice RA for an archer in both PvE and RvR but given the other good Ras available to archers, most will find it hard to put as many points into this RA as they might otherwise like.

Determination	Passive	Reduces the duration of all crowd control spells by the listed percentage.	1	4	10	20	34	Heroes, Warriors, Armsman, Berserkers, Mercenaries, Blademasters, Savages, Champions, Paladins, Reavers, Thanes, Valewalkers, Scouts, Rangers, Hunters, Friars, Wardens
---------------	---------	--	---	---	----	----	----	---

This new form of determination works much like the original form, with just the values and costs adjusted. This is a good choice for any class that is concerned about crowd control on the battlefield. An important aspect to remember is that purge and determination both fulfil the same function but in different ways. Many players may be better focusing their points on Level II or III purge rather than Determination.

Mastery of Focus	Passive	Increases the level of all spells cast by the listed amount for resistance purposes. (caps at level 50)	3	9	17	27	39	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Reaver, Runemaster, Savage, Shaman, Skald, Spiritmaster, Sorcerer, Spiritmaster, Thane, Theurgist, Wizard, Valewalker
------------------	---------	---	---	---	----	----	----	--

Every spell has a chance of missing or being out right 'resisted.' The base chance of this is the level of the spell compared to the level of the target. Therefore, that level 5 spell you are casting on that level 50 enemy will have a much greater chance of being resisted than a level 49 spell. MoF raises the level of all spells cast for outright resist purposes only (it does not increase damage or reduce variance). This ability is especially helpful for casters who "split-spec" or otherwise find themselves using spells in the 25-40 range. However, even a level 49 spell has a slightly higher chance of "missing" than a level 50 one, so almost every offensive caster can benefit from some amount of Mastery of Focus.

Timed Realm Abilities

Name	Type	Description	Re-use timer (RUT)	Lvl 1 Effect 5	Lvl 2 Effect 10	Lvl 3 Effect 15 (30 points total)	Classes
First Aid	Active	Heal that grants health equal to the percentage listed. Cannot be used in combat.	180	25%	60%	100%	All
This can be used by anyone who finds themselves in a situation where they can use a quick shot of health. This is of a lot more value to those who find themselves soloing a lot rather than those who are grouped with a healer.							
Adrenaline Rush	Active	Doubles the base melee damage for 20 seconds.	See Effect	20 min	10 min	5 min	Classes without styles
The last thing that most healers and casters want to do is to pull out their weapon and try and hit someone. However, desperate times often call for desperate measure. This RA grants those classes the ability to double their melee damage during those crucial final seconds of a close battle.							
Second Wind	Active	Grants 100% endurance recovery.	See Effect	15 min	5 min	2 min	All
With the ubiquitous of endurance regen, this ability is probably not of much value to those who are usually grouped in RvR. But for those who solo or who often find themselves out of endurance range of their support classes (or even for those who want to be prepared in the event they lose their endurance regen) this RA can be very effective.							
Ignore Pain	Active	Heal that grants health equal to the percentage listed. Can be used when in combat.	900	20%	50%	80%	Heroes, Warriors, Armsman, Berserkers, Mercenaries, Blademasters, Savages, Champions, Paladins, Reavers, Thanes, Valewalkers, Scouts, Rangers, Hunters, Friars, Wardens, Skalds, Bards, Minstrels
Ignore pain is basically a self-insta heal that is usable in combat. This is an extremely powerful ability, especially in smaller encounters. Players who like small scale skirmishing (8 on 8 or less) may find this invaluable. Those who are usually surrounded by hundreds of their closest realmmates may be better off focusing more on passive abilities.							
Arrow Summoning	Active	When activated, this ability will summon 30 mystical footed flight broadhead arrows, 10 of each of the three types: Barbed, Keen, Blunt.	See Effect	10 mins	2 mins	5 secs	Rangers, Scouts, Hunters
If arrow costs have gotten you down this is the RA for you. Tier I is really designed to be there in a pinch when you find yourself out of arrows. Tier III is designed so that you can summon as many arrows as you'll ever need and never ever buy/make them again.							
Trueshot	Active	Grants a 50% range bonus to the next arrow fired. This arrow will penetrate and pop blade turn.	See Effect	10 Min	3 min	30 Sec	Rangers, Scouts, Hunters
This fulfills two main functions. It allows an archer to get one final shot off on a fleeing enemy and it can be used by an archer as a first shot to drop their targets blade turn. Archers who like to focus on the sniper role will likely find this more helpful then those who work more closely with a group.							
Concentration	Active	Refreshes the timer on quick-cast allowing for a second quick casted spell without the normal 30 second wait.	See Effect	15 min	3 min	30 sec	All classes with quick/cast
Often times the only chance a caster has against an enemy tank in melee range or an enemy caster who has the initiative, is the use of their quick-cast ability (since it allows a spell to be cast without fear of normal interruptions). Quick-cast is only available once every 30 seconds however, meaning that the caster has to make that one shot count. Concentration gives casters an ability to fire a second quick-casted spell. Classes with forms of crowd control may get the most milage out of this RA, as well as casters who often find themselves dueling it out with other casters while the rest of the battle swirls around them.							
Mastery of Concentration	Active	Grants a 100% chance of not being interrupted by any form of attack when casting a spell. The effect of the spell cast will be reduced to the percentages listed.	600	25%	50%	75%	Animist, Bard, Bonedancer, Cabalist, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Ranger, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
The reduction in effectiveness has changed this ability from a "must have" to a "maybe." Classes who can lifetap will find the new MoC to be quite useful. PBAoE and pure nuking classes will likely find that they either need to go all or nothing with MoC since a little damage usually doesn't kill anyone. Crowd control users should be able to get some milage out of this in a pinch but healers should really consider whether they want all their heals to be cut in effectiveness while this RA is up.							

The Empty Mind	Active	Grants the user a 45 second bonus to all magical damage. Resists are increased by the percentages listed.	600	10	20	30	All
Empty Mind is an active form of Avoidance of Magic. This can be very useful during charges and other situations where someone is forced to go head long into enemy spell attacks.							
Mystic Crystal Lore	Active	Grants a refresh of power based on the percentages listed. Cannot be used when in combat.	180	25%	60%	100%	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
MCL is a great ability for anyone who uses power. Debate will continue to rage over which level is "ideal" and in what cases MCL is of more use then Raging Power or vice/versa.							
Raging Power	Active	Grants a refresh of power based on the percentages listed. Can be used when in combat.	600	25%	50%	80%	Animist, Bard, Bonedancer, Cabalist, Champion, Cleric, Druid, Eldritch, Enchanter, Friar, Healer, Hunter, Mentalist, Minstrel, Necromancer, Nightshade, Paladin, Ranger, Reaver, Runemaster, Savage, Shaman, Skald, Sorcerer, Spiritmaster, Thane, Theurgist, Valewalker, Warden, Wizard
Raging Power is a form of MCL that can be used in combat. There are many theories on what is the best combination of the two, with the MCL 2 and RP 2 template seeming to be the most popular.							
Purge	Active	Removes all negative effects but leaves any applicable immunity timers in place. Level 1 purge is on a 15 minute timer but has a 5 second delay. Level 2 is on the same timer but has no delay. Level 3 is on a 5 minute timer and has no delay.	900	5 sec delay	no delay	300 sec reuse	All except Necromancer
Purge is one of those abilities that almost everyone should consider some level of, with the possible exception of stoicism classes who have determination V. The level 1 version is only 5 points which makes it a very cheap way of avoiding a lengthy mez despite the 5 second delay, where as the level 3 version all but guarentees purge will be up at the start of each major battle with the 5 minute reuse time.							
Reflex Attack	Passive	Gives a chance to automatically counter-attack with an unstyled swing (or a swing from each hand in the case of duel wielding classes) anytime a hit is taken. Works against attacks from all 360 degrees with the chance based on the percentages listed.	Passive	5%	15%	30%	Berserker, Blademaster, Friar, Mercenary
This ability is of use for those who expect to be targets of enemy meleers. Since it works in 360 degrees it can be quite effective in many situations, such as porting outside of a keep into the waiting arms of 8 enemy tanks.							
Viper	Passive	Increases the damage of poisons by the listed amount.	Passive	25%	50%	100%	Shadowblades, Nightshades, Infiltrators
This ability can tremendously increase the poison damage potential for assassin classes. Depending on style of play, this can either be a "must have" or a total "pass." Keep in mind that the Nightshades' RR5 unique ability acts as an active counter to this ability (and all poisons/procs).							
Soldier's Barricade	Active	Grants the group an absorption bonus to all forms of damage based on the percentages listed. 30 Second duration.	600	5%	15%	25%	Heroes, Warriors, Armsman
This is a nice little bonus for the heavy tanks that are very group focused. Since it partially absorbs all forms of damage for a 30 second duration, this is more valuable to a member of an 8 person "patrol" group then it is someone who is usually sticking with a large army.							
Barrier of Fortitude	Active	Grants the group a melee absorption bonus based on the percentage listed. 30 second duration.	600	10%	20%	40%	Druid, Healer, Cleric
This is a modified version of the old Bunker of Faith. This ability can still be battle deciding although healers have many good abilities available making the choice a difficult one. Much like Soldier's Barricade, this ability helps members of 8 person patrol groups more then it does those in the main army.							

Vehement Renewal	Active	Instantly heals all group members(except the user) within 2000 range for the amount listed.	600	375	750	1500	Paladins, Wardens, Shaman, Friars Leve 40 required
------------------	--------	---	-----	-----	-----	------	---

This is basically a group insta-heal that doesn't heal the user. Taking this RA is a sacrifice since it only helps the groupmates, however those who do take will certainly be in high demand, especially in patrol groups.

Perfect Recovery	Active	Instantly resurrects the target with no res effects with the listed amount of health, endurance, and power.	300	5%	20%	100%	Druid, Healer, Cleric
------------------	--------	---	-----	----	-----	------	-----------------------

This is a very handy ability in *New Frontiers* given the changes made to the res/death sickness system. Deciding which level to get is pretty tough. Level 1 is a bargain at 5 points, but the person being ressed will die if the wind blows where as level 3 costs 30 points but instantly brings someone back to life at full health with no res penalty at all. It's a tough call.

Vanish	Active	Provides the stealthier with super stealth, which cannot be broken. During this period of stealth, no one can see the stealthier. This ability lasts for five seconds and for each level of Vanish, the stealthier receives an increase in movement speed. A stealthier cannot attack for 30 seconds after using this ability.	900	Normal Speed	Speed 1	Speed 5	Shadowblades, Nightshades, Infiltrators
--------	--------	--	-----	--------------	---------	---------	---

Vanish is just an awesome get away tool for assassins. Vanish 3 may end up being the real money choice here, but we'll have to wait and see how effective the lower levels are when taken by assassins who want to go on the "cheap" side.

Speed of Sound	Active	Group ability that allows unstoppable speed 4 movement for the listed duration. Breaks if an attack is made (will be negated by speedwarps).	600	10 secs	30 secs	60 secs	Skald, Bard, Minstrel
----------------	--------	--	-----	---------	---------	---------	-----------------------

Speed of Sound is a great get-away ability for patrol groups who are interested in using hit and run tactics against the enemy. However, SoS can now be canceled by speedwarp which really marginalizes its effectiveness.

Ameliorating Melodies	Active	Heals all members of the group (except the user) by the listed amount each tick for 30 seconds (10 total ticks).	900	100	250	400	Skald, Bard, Minstrel Level 40 required
-----------------------	--------	--	-----	-----	-----	-----	--

This is basically a souped up version of the the heal song/chant that these classes have. It can really make the difference in a tight battle or keep attack/defense but comes at a cost of points that can be used elsewhere. The type of fighting your group usually does will determine the effectiveness of this RA for you.

Anger of the Gods	Active	30 second group damage add that stacks with all other damage adds & ignores caps. DPS bonus as listed.	600	10 dps	20 dps	30 dps	Skald, Warden, Paladin Level 40 required
-------------------	--------	--	-----	--------	--------	--------	---

This damage add can be very handy in in groups especially melee patrol groups. Since it stacks with other damage adds, this has the potential to really up overall group DPS which can be very effective when employing hit and run tactics.

Wrath of Champions	Active	Spirit Based instantly cast PBAE with 150 radius that does the listed damage.	600	200	500	750	Thane, Champion, Paladin Level 40 required
--------------------	--------	---	-----	-----	-----	-----	---

This ability can be very effective for times when you catch your enemies clumped together such as in melee assist trains, stacked PBAoEs or in keep gate houses.

Volcanic Pillar	Active	AE damage spell with 500 radius. Damage as listed. 2 second non-interruptible cast time. 1500 range. Target is enemy.	900	200	500	750	Eldritchs, Runemasters, Wizards Level 40 required
-----------------	--------	---	-----	-----	-----	-----	--

This is basically the same spell as the one pre-*New Frontiers*. It's an uninterruptable nuke that does good damage. Players who like to have lots of tools at their disposal will find this very useful where as those who are concerned mostly about DPS may be better off with MoM and WP.

Decimation Trap	Active	AoE damage trap with 350 radius. Damage as listed. The trap lasts ten minutes or until detonated (whichever comes first). Energy based. 2 second non-interruptible cast time.	900	300	600	900	Eldritchs, Runemasters, Wizards Level 40 required
-----------------	--------	---	-----	-----	-----	-----	--

This is a very situational ability that is mostly helpful to those who intend to do a lot of keep defense. A few of these stacked together can have a dramatic impact on a charging enemy force, however.

Negative Maelstrom	Active	6 tick AoE DoT with a 350 radius. The damage starts at the listed amount and increases by that amount each tick. 2 second non-interruptible cast time.	900	20	40	60	Enchanter, Spiritmaster, Bonedancer, Theurgist, Sorcerer, Mentalist, Animist, Necromancer, Cabalist Level 40 required
--------------------	--------	--	-----	----	----	----	--

This is an excellent ability in certain situations like lord room/tower stands offs. This is much less useful in open field battles.

Thornweed Field	Active	Creates a field of thorns that damage and snare all enemies caught within. 500 radius. Pulses every 3 seconds. 2 second non-interruptible cast time.	600	25 dam	100/20	250/30	Warden, Bonedancer, Reaver Level 40 required
-----------------	--------	--	-----	--------	--------	--------	---

This is an ideal ability for courtyard attacks and defenses. The snare effect can have a big impact on the battle as it slows down defenders who are trying to scurry inside a tower or delays attackers who are rushing for the final push.

Ichor of the Deep	Active	Spirit-based root plus Direct damage spell with a 500 radius. Damage and duration as listed. 2 second non-interruptible cast time.	600	150 dam	400/20	600/30	Valewalker, Shaman, Necromancer, Sorcerer Level 40 required
-------------------	--------	--	-----	---------	--------	--------	--

This ability is useful in a lot of different situations although the fact that it can no longer be cast at a full sprint makes it much less useful then it's pre-*New Frontiers* predecessor of the same name.

Bedazzling Aura	Active	Grants the group a magic absorption bonus based on the percentage listed. 30 second duration.	600	10%	20%	40%	Enchanters, Bonedancers, Theurgists, Cabalists, Spiritmaster, Valewalker
-----------------	--------	---	-----	-----	-----	-----	--

This is a very nice ability for casters who are concerned about the success of their group. This is a nice ability for those who like to run with the armies as well as those who are members of patrol groups.

Juggernaut	Active	Increases the effective level of the pet by the listed number of levels for 60 seconds (capped at level 70).	900	10	20	30	Cabalist, Enchanter, Spiritmaster, Bonedancer (commander only) Level 40 required
------------	--------	--	-----	----	----	----	---

This ability can turn any pet into a raging monster that cannot be ignored. This is an ability for those who do not always rely on pet damage but can find the extra bonus useful in select situations.

Static Tempest	Active	Delivers a 350 radius attack that procs a 3 second unresistable stun every 5 seconds for the duration listed.	600	10 sec	15 sec	30 sec	Thane, Champion, Friar, Mentalist
----------------	--------	---	-----	--------	--------	--------	-----------------------------------

This RA is very helpful in courtyards and keep towers but less useful in the open field. Depending on your play style this can range from a "must have" to a "pass."

Dashing Defense	Active	The tank can block and parry for all groupmates within a 1000 radius for the duration listed.	600	10 sec	25 sec	1 min	Heroes, Warriors, Armsman
-----------------	--------	---	-----	--------	--------	-------	---------------------------

This ability allows the heavy tanks to perform some truly dramatic actions to protect their groupmates from physical attacks. Defensive tanks should consider this one while offensive tanks may want to put their points elsewhere.

Dual Threat	Passive	Grants a bonus chance to critical hit on both melee and magic based attacks. Percentage chance as listed.	N/A	5%	10%	20%	Thane, Champion, Reaver
-------------	---------	---	-----	----	-----	-----	-------------------------

This RA allows the listed classes the ability to critical hit with both melee and magic with a single RA. This is a smart buy if you find yourself doing a lot of both kinds of damage. If you find that your play style slants you heavily to melee or magic then your points might be better spent in Mastery of Pain or Wild Power.

Charge	Active	Grants unbreakable speed 3 for a 15 second duration. User will still be able to move even if rooted, snared, mezzed, or stunned.	See Effect	15 min	5 min	90sec	Blademasters, Bersekers, Mercenaries
--------	--------	--	------------	--------	-------	-------	--------------------------------------

This ability really helps light tanks get to where they need to be. This is especially important in *New Frontiers* due to the proliferation of stand offs. This is more usefull for someone who tends to stay with the army then one who spends their time in a patrol group.

Divine Intervention	Active	Gives the group a buff that provides a pool of healing. If anyone in the group takes damage inflicted through combat, they will be immediately healed from the healing pool. Pool size is based on the numbers listed. Does not heal the user.	600	1000	2000	3000	Druid, Healer, Cleric Level 40 required
---------------------	--------	--	-----	------	------	------	--

This ability can really help absorb the sudden shock at the start of battle and give the healer a chance to catch up with keeping their group alive.

Strike Prediction	Active	Grants all group members a chance to evade all melee and arrow attacks for 30 seconds. This does not stack with any other chance to evade and will only benefit classes with no or very low chances of evading.	600	5%	10%	20%	Savage, Reaver, Mentalist
-------------------	--------	---	-----	----	-----	-----	---------------------------

This RA is extremely group friendly, especially to those in your group who do not have any inherent evade ability. This is quite the boon for the mentalist since they can benefit from this ability themselves.

Class Unique Realm Abilities (require Realm Rank 5)

Name	Description	Re-use timer (RUT)	Class
Snapshot	Armsman can draw and fire a crossbow shot when on the run for 60 seconds. (Normal draw time applies.)	600	Armsman
When leading the charge this ability can really help the armsman surpress enemy casters that would otherwise be trying to nuke them down. Pity anyone trying to run from an Armsman who has this ability up, as there will likely be no escape.			
Selfless Devotion	Tripled the effect of the paladin healing chant for 1 minute on all groupmates excluding the Paladin himself.	900	Paladin
This ability gives the Paladin the chance to help out their group when they really need it.			
Blinding Dust	Insta-cast PBAoE Attack that causes the enemy to have a 25% chance to fumble melee/bow attacks for the next 15 seconds.	300	Mercenary
This ability is especially effective against enemy melee assist trains.			
Soul Quench	Insta-PBAoE attack that drains 250 points from all nearby enemies and returns 75% to the reaver.	600	Reaver
This ability provides both good offense and defense for a reaver who takes the risk of running right into the thick of battle.			
Retribution of the Faithful	30 second buff that has a high chance to proc a 3 second (duration undimished by resists) stun on any melee attack on the cleric.	300	Cleric
This ability provides clerics with an effective means of escape from enemy tanks.			
Whirling Staff	PBAoE attack that does moderate damage and makes all melee targets in 350 radius unable to attack for 6 seconds.	600	Friar
This is useful in crowded situations where the friar finds themselves surrounded by many enemies.			

Assassinate	Infiltrator selects a target within 750 range and spends 15 seconds preparing the assassination attempt. The attempt fails (but the recast timer is not reset) if the assassin takes any action during those 15 seconds, or if the target moves more than 750 units away from the user. Once prepared, the next attack on that target by the assassin will not break stealth.	600	Infiltrator
An Infiltrator who 'stalks' their prey can get off a free attack without breaking stealth. This allows the Infiltrator to do a double perf or to empty hit and run tactics without ever breaking stealth.			
Calming Notes	Insta-cast spell that mesmerizes all enemy pets within 750 radius for 30 seconds.	300	Minstrel
Minstrels can use this when confronted by large numbers of enemy pets, lulling them into harmlessness.			
Shield Trip	Throws shield at target, rooting them in place for 10 seconds (undiminished by resists). Scout cannot attack for 15 seconds afterwards.	900	Scout
This is a defensive escape ability for scouts that should offer them enough time to get away from one attacker.			
Resolute Minion	Pet is immune to all forms of Crowd Control for 60 seconds	600	Cabalist
This ability grants the pet temporary immunity to one of the most common ways the pets are taken out of the fight.			
Shield of Immunity	Shield that absorbs 90% melee/archer damage for 20 seconds.	900	Sorcerer
This allows a sorcerer to perform their role at the start of the fight and then save themselves from being picked out and targetted by archers and melee assist trains.			
Minion Rescue	2 second cast (non-interruptible) PBAoE that summons 1 level 50 fire elemental for every enemy within 500 radius (max 8). Pets have 50 hit points, but proc a 3 second stun (duration unaffected by resists). The fire elementals have a max durations of 6 seconds.	600	Theurgist
In time of great need, the theurgist can summon up to 8 pets, (one for each enemy) that will stun their enemies allowing the theurgist to escape from an otherwise dire situation.			
Wall of Flame	Insta-cast spell that drops a ward that pulses a 150 radius PBAoE fire based for 15 seconds. Pulse is 400 points of damage every 3 seconds.	900	Wizard
Wall of Flame is intended to act as a dis-incentive for tanks to beat on a wizard who is standing still near their wall of flames.			
Call of Darkness	Allows the Necromancer to summon a pet with only a 3 second cast time.	900	Necromancer
This ability comes in handy for those situations where the necro pet is killed and you almost have enough time to summon another one.			
Dreamweaver	Bard creates an illusion that makes her look like a different race (Lurikeen, Shar, Sylvan, or Elf). The Bard's instrument also takes the illusion of a staff or other weapon. Lasts for 5 minutes.	600	Bard
This ability is not designed to fool enemies if the Bard is placed in a line-up along with other classes. The intent is for the bard to be slightly less easy to identify in the first crucial seconds of an encounter when the enemy players have to quickly select the target they are going to attack.			
Nature's Womb	Insta-cast spell that stuns the druid for 5 seconds and converts all damage taken into healing.	600	Druid
This is a defensive ability that can be used by a Druid that is faced with a sudden barrage of attacks.			
Fury of Nature	Double style damage for 30 seconds. All damage done returns 100% to the group in spread heal form (excluding the Warden himself).	600	Warden
This ability allows wardens to help out their group by beating down their enemies.			

Blade Barrier	For 30 seconds the Blademaster parries 90% of all melee and missile attacks. The Blademaster is unable to attack during this time. If the Blademaster attempts a style while this effect is still up, it will cancel the effect.	300	Blademaster
This ability allows the Blademaster to parry almost all physical attacks that come their way for a short amount of time.			
Tactics	Increases groups ability to block/parry/evade by 10% for 30 seconds.	600	Hero
"Use Tactics," they told the Hero. And use tactics he did. This ability allows the Hero to help his group in a defensive nature when push comes to shove.			
Badge of Valor	Champions damage for the next 20 seconds will be INCREASED by the targets armor-based ABS instead of decreased.	900	Champion
The Champions are called that for a reason. One on one, mano-a-mano they can summon all of their will and defeat even the greatest enemy fighters in the lands and retain the title that they hold.			
Arms Length	10 second unbreakable burst of extreme speed.	900	Eldritch
This ability puts the eldritch out of the range of enemy tanks and casters when needed. Since the ability can be broken by the user, the caster has the option of returning to the fight before the 10 seconds is up.			
Selective Blindness	When cast on an enemy player or pet, this debuff will prevent that player or pet from being able to see or target the mentalist for 20 seconds (duration unaffected by resists). 1500 range, 150 radius. 2s uninterrupted cast.	300	Mentalist
The intention of this ability is that the mentalist will not be physically visible by enemies that are affected by this spell. At the time of this writing, the mentalist can be seen but cannot be attacked.			
Remedy	Nightshade ingests poison that costs 10% life but grants poison/dot immunity for 60 seconds. Can be activated while stealthed.	300	Nightshade
In assassin on assassin battles, the ability to gain immunity to all poisons and DoTs (increasing all item procs) will prove to be extremely advantageous.			
Desperate Bowman	Melee style used with a bow. Does 300 damage and a 5 second (non resistible) stun. Bow cannot be used for 30 seconds afterwards, and the ranger cannot attack in any way for 10 seconds.	900	Ranger
Sometimes you just have to break your bow over someone's head in the hopes of escaping.			
Fungal Union	Turns the animist into a mushroom for 60 seconds. Does not break on attack. Grants 10% chance of the each spell cast not costing any power at all.	300	Animist
Allows the animist to hide in a stack of shrooms and unload on enemies without drawing attention. Being so close to the earth and his fellow mushrooms, the animist has a chance of not spending power with each cast.			
Vale Defense	Gives the group a 300 point 50% ablative that lasts for 10 minutes or until depleted.	600	Valewalker
This ability allows the Valewalker to give his group a little bit of protection from enemy attacks.			
Searing Pet	Pet receives a PBAoE pulsing effect for 30 seconds. 350 radius damage 50. Frequency 3 secs.	120	Enchanter
This allows the enchanter to use his or her pet to knock hidden enemies out of stealth.			
Ferocious Will	Gives the zerker an ABS buff that ticks up by 5% every 5 seconds for a max of 25% at 25 seconds. Lasts 30 seconds total.	600	Berserker
This ability allows the Berserker who can think ahead a huge increase in defense against physical damage. This form of ABS will provide protection against the champions RA.			
Epiphany	25% Group power refresh. Skald must be out of combat to use (group members may be in combat).	600	Skald
This is a downtime reducer that allows the skald to quickly give the group a bump in power immediately after a battle ends.			

Chain Lightning	Casts a lighting bolt that jumps from the first target to 5 additional targets each within 500 range. 90/80/70/60/50% damage for each leap.	600	Thane
Lightning will chain down hitting multiple people in succession for a significant amount of damage. Since energy follows the path of least resistance those with the lowest energy resist will be targeted first by each bolt.			
Testudo	Warrior with shield equipped covers up and takes 90% less damage for all attacks for 45 seconds. Can only move at walk speed (speed buffs have no effect) and cannot attack. Using a style will break testudo form.	900	Warrior
This is designed to allow the Warrior to raise his or her shield and storm (slowly) into places no sane person would dare enter. Lord rooms, tower defenses, wall stands, can all be very tough defenses to crack without some Warriors that can Testudo their way in before choosing the right moment to lower their shields and lay into the enemy.			
Blissful Ignorance	Allows the Savage to fire all savagery buffs for a single round without paying any hit point penalty.	300	Savage
They say that ignorance is bliss. In this case, once every 5 minutes savages are able to avoid their normal health penalty and enjoy the benefits of ALL their buffs without worry.			
Sputin's Legacy	Healer can insta-cast a resurrect buff on themselves. Buff lasts 30 seconds. If the healer dies while buff is up, they will be auto-ressed 30 seconds after death with 10% H/E/P.	900	Healer
Sometimes you just can't kill a Healer enough and like a nightmare, he wills himself back to life when you're not looking.			
Restorative Mend	Frigg that heals health, power, and endurance over 30 seconds for a total of 50% (5% is granted every 3 seconds regardless of combat state).	600	Shaman
This ability heals everyone, increases the regen rate of health, power, and endurance for the shaman and his or her group. This ability will be extremely valuable in a variety of situations.			
Entwining Snakes	Insta-cast spell that is a PBAoE 50% snare lasting 20 seconds. Snare breaks on attack.	600	Hunter
There are sometimes when a Hunter needs to get away from an enemy that is in melee range. Entwining snakes allows the hunter to snare his or her enemy and then gain some distance before deciding to make a get-a-way or to turn and resume firing at their opponent.			
Shadow Strike	Shadowblade takes 10 seconds to disappear in the shadows. Once in the shadows the SB will automatically teleport to and perf any enemy they choose within 1000 radius. Usable only at night.	600	Shadowblade
You can never quite tell where a Shadowblade might be when they disappear into the shadows. The next thing you know they might suddenly step out right next to you, weapon in hand....			
Rune of Utter Agility	Runemaster gets a 90% chance to evade all melee attacks for 15 seconds.	600	Runemaster
When physical attacks threaten a Runemasters life, they may call upon a powerful rune that allows them dodge almost all attacks that come their way for a short period of time.			
Spirit Martyr	SM sacrifices pet in exchange for heal to all in group. Amount healed is dependant on the health of the pet at the time of release. 1200 total healing pool for a full health pet. Max of 600 hit points per any group member.	600	Spiritmaster
When push comes to shove it's either gotta be you or your pet. Which would you rather it be? I thought so. This ability provides great benefit at great cost, the sacrifice of the SM's best friend.			
Allure of Death	Bonedancer and pets appearance is changed to the same skeletal form for 60 seconds to confuse enemy. The bone dancer has a 75% chance of resisting all forms of crowd control including nearsight when in skeletal form.	600	Bonedancer
While the visible change isn't intended to fool beyond a first glance, the immunity to nearsight and other crowd control are the real benefit to this ability.			

New Class Abilities

Name	Description	Re-use timer (RUT)	Class
Tireless	Gives a bonus of 1 endurance regen per tick. Does not stack with any other form of endurance regeneration.	Passive	All classes with styles at level 15
Stoicism	Reduces the duration of all forms of crowd control by 25%. Stacks with Determination.	Passive	Heroes, Warriors, Armsman, Berserkers, Bladesters, Mercenaries, Savages at level 35
Prevent Flight	With each hit there is a 10% chance of procing a 25% snare.	Passive	Bladesters, Berserkers, Mercenaries at level 24
Volley I	Ground-targeted archery attack that fires 3 successive arrows in rapid succession at various targets in the area.	15	All Archers at 35 bow spec. Fires 3 arrows.
Volley II	Ground-targeted archery attack that fires 4 successive arrows in rapid succession at various targets in the area.	15	All Archers at 40 bow spec. Fires 4 Arrows.
Volley III	Ground-targeted archery attack that fires 5 successive arrows in rapid succession at various targets in the area.	15	All Archers at 45 bow spec. Fires 5 arrows.
Volley IV	Ground-targeted archery attack that fires 6 successive arrows in rapid succession at various targets in the area.	15	All Archers at 50 bow spec. Fires 6 arrows.

